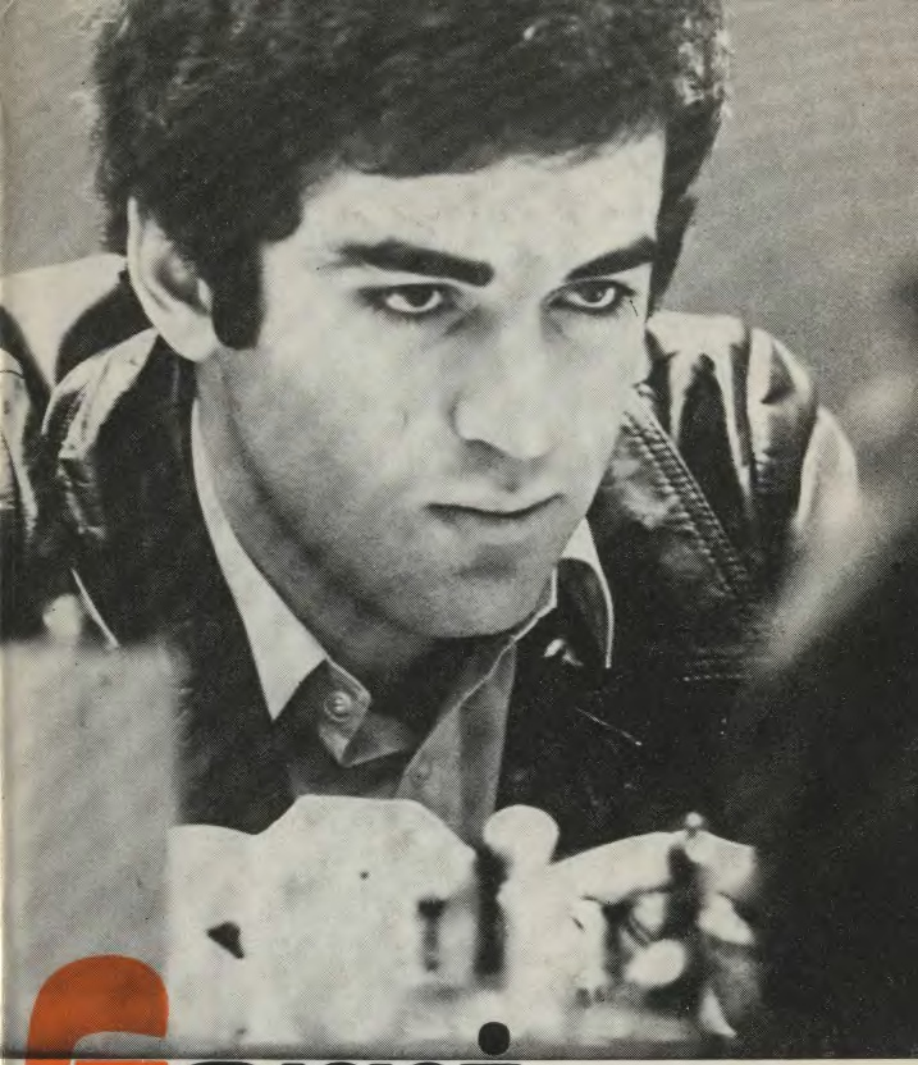

Garri KASPAROV

M. YUDOVICH

RADUGA PUBLISHERS

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Garri KASPAROV

(his career in chess)

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Contents

V. Smyslov, ex-World Champion. About This Book and Its Hero 5

Chapter One. **Heir to Alekhine and Botvinnik** 7
Chapter Two. **Tournaments of Hope** 12
Chapter Three. **Early Years and Old Hands** 18
Chapter Four. **Botvinnik's School** 27
Chapter Five. **The Road to Mastery** 36
Chapter Six. **The Record in Minsk** 53
Chapter Seven. **The Thirteenth World Champion** 63
Chapter Eight. **The Classics of Chess Are Eternal!** 70
Chapter Nine. **Top-Level Competitions** 79
Chapter Ten. **The Secrets of Opening Strategy** 96
Chapter Eleven. **"The Science of Winning"** 114
Chapter Twelve. **Kasparov's Masterpieces** 126
Chapter Thirteen. **Kasparov's Matches with Karpov in Moscow** 150
Chapter Fourteen. **Dress-Rehearsal** 163
Chapter Fifteen. **The Convincing Victory** 169
Chapter Sixteen. **From Leningrad to Seville** 189
Kasparov's Tournament and Match Record 200
List of Opponents 202
Index to Openings 204

About This Book and Its Hero

The struggle for the honoured title of World Champion has been going on for over a hundred years. Generations come and go, but each of those Grandmasters who was at his time crowned a "chess king" was considered to be the best player not only because of his results, but also because he introduced something new into chess as a whole and raised the creative element to a higher level.

One should remember that the creative element in chess takes shape in hard-fought battles, in which, apart from talent and knowledge, a player must have the energy and will to win.

There is ample evidence of this in the present book, dealing with the chess career and creative development of the 13th World Champion Garri Kasparov and his contribution to modern chess. As it seems to me, the book is interesting because it shows how the talent of this brilliant chess-player has evolved; how, by strenuous work, he succeeded in overcoming the shortcomings of his play, in improving his style and in deepening his understanding of the strategy and tactics of the game.

Chess is a fascinating field of collisions between the creative concepts of two chess-players who, in the course of a hard-fought battle, may produce what is in effect a work of art. The creative approach, as one of the facets of human culture, is the only one that is fruitful in the game of chess.

The games collected in this book convince us that Garri Kasparov's conception of chess is very broad indeed, that he is constantly engaged in searching for novel moves and combinations. Kasparov's games deserve careful study, and many a lover of chess may benefit by analysing them.

It is an historical fact that, in spite of nearly 15 centuries of its existence, chess has retained its viability and charm. And not only retained: for, by keeping pace with the tremendous cultural development and the further evolution of human thought, chess has acquired a new conceptual content, reflecting the fantasy and logic of modern man.

Today's chess holds, apart from the possibilities of improving one's sporting results, some elements of true creativity. Therefore, the matters of chess-players' techniques, however brilliant, are not all-important, they are merely secondary in significance.

And it is fantasy and logic that are so typical of Garri Kasparov's play. Many of his games delight us, because of their brilliant, original plans, unconventional ideas and beautiful combinations. It is well known that the artistic beauty of a chess game and its sporting result are often poles apart. While the former appeals to our heart, the latter convinces our reason.

Garri Kasparov's approach to chess clearly displays a happy combination of the sporting and artistic elements. It is for this reason that

the games played by the 13th World Champion so attract the attention of millions of devotees of the art all over the world.

As the history of chess tells us, each World Champion has represented an epoch in chess. This is undoubtedly also true of Garri Kasparov who, though quite young (alas, this "shortcoming" is so short-lived), has already made a worthy contribution to both the theory and practice of the game.

This interesting book about the 13th World Champion will help the reader to understand how a great chess talent matures in the Soviet Union. The book offers an opportunity to learn more about chess and to become more passionately involved with the game.

Vasili Smyslov,
ex-World
Champion

HEIR TO ALEKHINE AND BOTVINNIK

Remarkable achievements are recorded in every kind of sport. The situation is not quite the same in chess, although here, too, we can make so bold as to speak about some records set by the 13th World Champion Garri Kasparov.

Indeed, very few have been able to become, like Kasparov, a first-category player at nine, Candidate Master at twelve, Master at fifteen, Grandmaster at seventeen, USSR Champion at eighteen and the most likely challenger at twenty. And nobody before him succeeded in winning the world title at twenty-two.

This impressive list of Kasparov's achievements will now be supplemented by a very short biography.

He was born in Baku, the capital of Soviet Azerbaijan, on 13th April, 1963. His father, Kim Vainshtein, was a teacher; his mother, Klara Kasparov, an engineer. Garri was introduced to chess by his father, who died when the boy was only twelve. Garri finished secondary school with honours, and shortly before his return match with Anatoly Karpov (in 1986) graduated from the Institute of Foreign Languages in Baku.

"There is the opinion that chess-players have the mentality of mathematicians. This does not apply to me," says Kasparov. "Because of chess, I have developed an interest in the humanities. History, philosophy and art are as interesting to me as chess." Curiously enough, these words are reminiscent of what Alexander Alekhine, who earned a doctorate in law from the Sorbonne and who was the first Russian to become World Chess Champion, said about himself.

The records set by Kasparov are indeed outstanding. But it is not only these records that draw the lovers of the game in all countries to Kasparov's every appearance in tournaments and matches, to every game he plays. The reason is that they admire his approach to chess, his incessant search for new moves, his fantasy and resourcefulness.

"How can the result of a game be assessed?" writes Kasparov. "The customary words—won, lost, drawn—even when combined with sonorous epithets, cannot give an in-depth illumination of the events in the game. Of course, these three words will suffice if you only want to describe the sporting side to the game. But how can you estimate the creative energy the opponents put into the combat multiplied by the terrible strain of the fight?

"There are many games for whose assessment purely arithmetic manipulations are useless. But here, at least, literature may come to our assistance—notes strewn with beautiful metaphors and couched in suitable words will make it possible to lift a little way the veil of mys-

tery that shrouds an infinitely complex duel of two minds over the black-and-white board."

An interesting view. In this book, an attempt will be made to "lift a little way the veil of mystery" covering the many-sided and exciting creativity of the young Grandmaster from Baku, to understand the secrets of his victories, to consider his views on the opening phase of the game, his strategy and tactics in the middlegame and endgame.

An important feature of Kasparov's creative character was once noted by the late ex-World Champion Tigran Petrosian, who said that "the talent of a great player manifests itself above all in his ability to assimilate all that is new. Garri is endowed with this precious ability."

Needless to say, Garri Kasparov is gifted, tremendously gifted. But his outstanding results have come not only because of his great natural talent. Man is the master of his talent, which can fully blossom only when one is a self-critical, self-disciplined and indefatigable worker.

"Chess develops the ability to synthesise and analyse," says Kasparov. "Self-perfection and methods of mastering this ancient game help one to find the shorter route to one's style, a way of self-realisation."

Kasparov's intuition, which enables him to find his way in the labyrinths of complex and intricate variations, has often and justifiably been mentioned. It would however be naive to think that, with such a gift at one's disposal, one should regard conscientious study, comprehension of ideas advanced by practice, and mental effort, as mere subordinate factors.

Intuition and awareness are by no means at opposite poles. To study theory and practice every day is to create a base for one's intuition to help one in hard tournament trials, to foresee the future development of events on the chessboard, to correctly evaluate one's chances in the most complex and intricate positions.

"There are positions," writes Kasparov, "that are like a quagmire. One wrong step, and you are lost. You feel that you must find the only safe path, which is somewhere here, near you. Then you take a good pole and start sounding the bottom. This already means a calculation. And it is the calculation that helps you to reach the safe ground of a tractable position. On the other hand, intuition helps you to make a decision."

We shall begin our study by considering some problems posed by the opening stage of the game. This is only natural. As every journey begins with a first step, so every game of chess is opened by a kind of overture.

We shall, of course, be discussing not only, and not so much, individual systems and variations, but rather the attitude of the 13th World Champion towards the general problems of the opening theory. What is so typical of Garri Kasparov's tastes and views in this parti-

cular realm of chess knowledge, where the ever increasing inflow of information is especially noticeable?

It would seem that nothing new can be found in openings, to which thousands of volumes and hundreds of thousands of papers of varying quality have been devoted. Is there a scope for search, for self-expression, for inventing anything new in the maze of the variations cited by the manuals? And besides all these variations have already been given expert evaluations ranging from "high-quality" to "defective".

"Yes, of course, there is," says Kasparov, without a shadow of doubt. Ever since he was quite young he has clearly understood how relative in value and unreliable were many of these evaluations, based entirely on today's results, on what has been approved by tournament practice. And who knows what there is, "sealed and guarded", in opening systems, which new ideas and plans will come out in future encounters, which findings and inventions will prove exciting?

The founder of the school of chess in this country, Mikhail Tchigorin, wrote many years ago: "Almost in every opening one can find moves which are as good as more approved ones, if a strong and experienced player succeeds in making them a starting-point for a whole combination." Mark these words, "a starting-point" for strategic and tactical ideas and solutions.

In this connection, let us dwell on yet another, very important, question.

One can often hear chess devotees lament that their progress depends entirely on their assimilating the data contained in handbooks on, and guides to, openings. They have asserted that no self-perfection is possible without such guides. But is it so?

I cannot agree with such arguments. It goes without saying that chess handbooks are necessary and helpful, but they are far from being the foundation of chess culture.

On the other hand, collected games of great masters can and must provide excellent instruction. It is these games, properly annotated, that give us an insight into the laws governing the deployment of forces in openings, elucidate the principles of organising a concerted action of fighting units in the middlegame and endgame.

One need only study such games carefully, trying to understand plans carried out by the two players. It is important, however, that one should not blindly follow other people's ideas in one's own practice. One must learn to be critical, to doubt, to take one's own decisions determined by one's own tastes, opinions and assessments.

Games of great masters provide invaluable material for our self-perfection, for our understanding of the psychology of victories and defeats. I hope that this book about Kasparov's career will turn out to be useful for the self-instruction of the reader, that it will not only give him some idea of Kasparov's play but also show what is good and what is bad in modern chess.

Characteristically, at the beginning of his career Kasparov himself regarded a collection of games of the first Russian World Champion Alexander Alekhine as his principal textbook on chess.

"I consider Alekhine's games to be model chess," says Kasparov. "I value them greatly. Undoubtedly, in my chess 'childhood' I was enormously influenced by Alekhine's play and I tried, as far as possible, to play in his manner, which may be called universal. Then I began to develop my own style, proceeding, of course, from Alekhine's games. In the process, I was greatly assisted by the instructions and recommendations I received from Mikhail Botvinnik, whose school I attended for five years, from 1973 to 1978."

Has "Alekhine's universal style", mentioned by Kasparov, anything to do with the opening moves of games, or can this characteristic be applied only to the dim outlines of attacks and combinations originated in the middlegame? Let us try to clarify this point.

There was a time when the theoreticians thought that the aim of an opening was only to bring chess-men to convenient places and, while developing one's pieces, to take possession of the centre of the board. Masters belonging to the school of the German Grandmaster Siegbert Tarrasch, whose teachings swayed the minds of many chess-players around the end of the last century, believed that, on achieving these objects, the opening phase was terminated and another, broad stage—the middlegame—was to begin.

More than sixty years ago Alekhine, and after him Botvinnik, raised Tchigorin's views to a new height, asserting the intimate relationship between the opening moves and the further development of the game. Alekhine strove to create a favourable situation on the board from the very first moves he played, and to press the advantage thus gained into the middlegame. The opening phase was, in his opinion, to determine the general trend of a game. Botvinnik went still further. He started analysing not particular opening moves and not even variations, but whole systems, typical positions occurring in openings. His studies into the initial stage of the game covered it for many moves ahead, not only determining the choice of a clear-cut plan in the middlegame, but sometimes even penetrating into the endgame.

It is exactly this approach towards the treatment of the opening phase that is characteristic of the 13th World Champion. The reader will see for himself that this is so, as soon as he carefully examines the games presented in the book.

Even Kasparov's choice of openings for tournaments and matches is characteristic. It is invariably determined by his perception of what kind of play in the middlegame he would like best, rather than by the fashion.

And the psychological element, whose role was emphasised by both Alekhine and Botvinnik, has also been of importance. When choosing an opening for an encounter with an opponent whose tastes are more or less known, Kasparov often attempts to surprise him,

bearing in mind that the opening course he intends to pursue, would be more difficult for his particular opponent.

"Complications are my territory"—this is Garri Kasparov's motto throughout any game. This is what he has always believed in since his childhood. On the pages of this book you will see how this belief is reflected in the games of the World Champion, in the ideas he has tested with such enthusiasm, in his searches, and in the strategical and tactical devices he has used.

TOURNAMENTS OF HOPE

In the extensive calendar of sporting events drawn up by the Soviet Chess Federation there are two competitions which are especially attractive for the public at large. And not because the contestants are stars of the first magnitude. I am speaking about the competitions between very young chess-players, about tournaments played by teams of the *White Rook* Club and of the Young Pioneers' Palaces.

The club romantically called *White Rook* was set up twenty years ago, in 1968, and its main aim is the promotion of chess among boys and girls who are in the junior forms of secondary schools.

The club has a statute of its own, one of the requirements being that only those children who do well at school may participate in *White Rook* tournaments.

During an academic year, from September to April, school teams meet each other all over the country to determine the strongest in Moscow, in Leningrad, and in each of the fifteen Soviet republics. These team tournaments include over a million young players, many of whom have demonstrated a high level of play and excellent ability in the game.

In June, when the summer vacations begin, the best seventeen teams come together for the final tournament to determine the champion of the *White Rook* Club and to compete for numerous prizes.

The *White Rook* has discovered many bright talents for Soviet chess, having furnished an excellent school for a number of Grandmasters now known all over the world. One can mention, for example: the participant of the Candidates' superfinal in Linares, Grandmaster Andrei Sokolov; the schoolgirl from Kirghizia, Grandmaster Svetlana Matveyeva; and Grandmaster Valeri Salov.

Garri Kasparov also participated in *White Rook* competitions, playing on the team of school No. 151 of Baku. But it was another tournament, the Tournament of Young Pioneers' Palace Teams, that proved so important for Kasparov's perfection.

Here young players who study chess in Young Pioneers' Palaces all over the country compete at first, as in *White Rook* tournaments, for the right to play in a final. Eight hundred such teams competed in 1985 alone.

And in the final stage, a team of six boys and one girl is headed by a Grandmaster who studied chess at their particular Young Pioneers' Palace. The Grandmasters play simultaneous games with clocks against each team save their own. The winner of the competition is determined by the sum of points gained by a Grandmaster and his team.

"In what other competition can children play 'on a par' with the strongest players of the world?" wrote Grandmaster Mark Taimanov,

who himself started his chess career at the Leningrad Young Pioneers' Palace. "Where else can the difference in age between the oldest and the youngest participant reach almost half a century, while the difference in qualification range from first category to Grandmaster?

"The adopted formula by which Grandmasters compete for the best result in clock exhibitions reconciles all these extremities. Children have sufficient time to think over their moves, and they are able to play usual tournament games against their renowned opponents."

Grandmasters thus turn out to be not only children's opponents, but also their instructors, having the same sporting object to attain. Grandmasters help children to analyse adjourned games and to prepare for their opponents.

A remarkable synthesis. The problem of the generation gap, which exists also in chess, has been successfully solved in this competition.

Garri Kasparov has played four times in the final tournaments of Young Pioneers' Palaces.

"These competitions are really necessary. They represent perhaps one of the best traditions of the Soviet school of chess," says the World Champion. "Pioneers learn directly from Grandmasters, and see how Grandmasters play. To see an outstanding player beside you is a great thrill for a novice. I can refer to my own impressions. It was an unforgettable moment when I shook hands with Mikhail Tal himself.

"Later on, when I became a Grandmaster, I felt it was my duty to defend the colours of my own team, Baku's Young Pioneers' Palace, at the 1985 final in Irkutsk. It is both interesting and remarkable that five out of the six Grandmasters who headed the teams in Irkutsk had played in similar competitions as Young Pioneers."

It will be recalled that, along with Garri Kasparov, there were other outstanding Grandmasters who examined young players in Irkutsk; another team captain was Artur Yusupov, now one of the world's top four chess players, who as a schoolboy played on the team of Moscow's Young Pioneers' Palace.

Kasparov learnt many useful lessons in these competitions, with happy moments of victories and sad hours of defeat. A champion's wreath of laurels is hard to win.

The legendary Cuban Grandmaster, ex-World Champion José Raùl Capablanca justly wrote many years ago: "Most chess players hate to lose, considering a loss as a disgrace. This is a wrong attitude. Those who wish to improve their game should look on their defeats as lessons, from which they may learn what should be avoided in future games. Remember that you will have to lose hundreds of games before you become a strong player."

Kasparov has learnt the hard art of drawing the right conclusions from his errors in the school organised by the ex-World Champion Mikhail Botvinnik. This we shall discuss at greater length in subsequent chapters, while now we shall examine several games played by Kasparov in the Young Pioneers' competitions we have just mentioned.

The team of Baku's Young Pioneers' Palace managed to get through

to the final for the first time in 1974, when the tournament was held in Moscow. The eleven-year-old Garri played second board, his school mate (now a Chess Master) Rostislav Korsunsky playing first board. In the two following hard-fought games Garri had to hold his own in the endgame (No. 1)

Grandmaster Gennadi Kuzmin playing White has a material advantage. Black's task is to weaken the opponent's pawn chain to create targets for the subsequent attack with the Rooks. Accordingly, there followed: **27. ... f6-f5! 28. e4xf5 e6xf5 29. b2-b4 Rc5-b5 30. Kc1-b2 f5xg4 31. f3xg4 f7-f5!** (the f-pawn again rams the opponent's fortress) **32. Re3-c3+** (Black had to calculate exactly the consequences of the White Rook's penetration to e6: in reply to 32. Re6, he would have played 32. ... fxg 33. Rxh6 Rg5!) **32. ... Kc6-b7 33. g4xf5 Rb5xf5 34. Rc3-c5 d6xc5 35. Rd4xd7+ Kb7-c6 36. Rd7-h7 Rf5xh5.** Game drawn.

"I never suspected," Kuzmin said after the game, "that the little lad could handle the endgame so competently."

And another Grandmaster, a well-known endgame expert Yuri Averbakh, was defeated in a difficult Queen-and-Pawn ending (No. 2).

In this position, the game was adjourned and the Grandmasters' council decided on a win to Garri. Indeed, after **49. f6 gxf** (or 49. ... Qh1+ 50. Kg3) **50. Qxf6+ Ka7 51. Qf5,** the g-pawn is unstoppable.

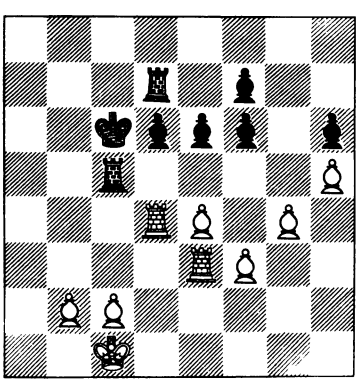
The following year (1975) schoolchildren from Baku came to Leningrad, and this time Garri was on the first board.

Game 1
Sicilian Defence

Kasparov **Polugaevsky**

1. e2-e4 c7-c5 2. Ng1-f3 e7-e6 3. d2-d3 d7-d5 4. Nb1-d2 Nb8-c6 5. g2-g3

1



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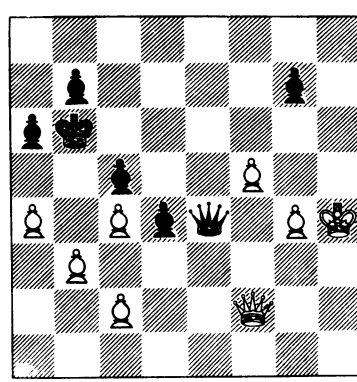


Playing a leading exponent of the Sicilian, Garri has made a "psychological move" by shifting to the King's Indian ground (with the colours reversed).

5. ... Bf8-d6 6. Bf1-g2 Ng8-e7 7. 0-0 0-0 8. Rf1-e1 Bd6-c7 9. Qd1-e2 (the plan involving 9. a3, to be followed by c3 and b4, is more promising) **9. ... b7-b6 10. h2-h4 Nc6-b4 11. Nd2-f1 d5xe4 12. Qe2xe4!?**

A bold, though risky, decision, which the young player had to take much earlier because, after 12. dxe Ba6 13. c4 Qd3, Black would have a good game. Characteristically, Garri is ready to go in for unclear complications rather than defend himself in a passive position.

12. ... Nb4xc2? (the Grandmaster decides to check the accuracy of his young opponent's calculations: it would be rather unpleasant for White, should the Grandmaster respond 12. ... Rb8!, retaining all his threats) **13. Qe4xa8 Nc2xa1 14. Nf1-e3!**

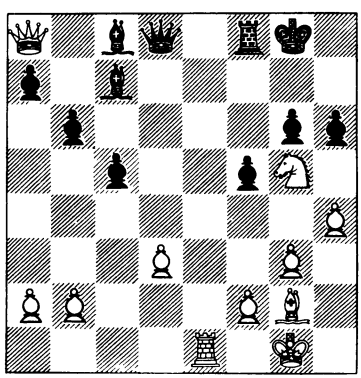
White has sacrificed a pawn, but the Black Knight at a1 is clearly out of play, whereas White threatens with 15. Bd2. After 14. ... Qxd3, there would follow 15. Qxa7, with a dangerous initiative.

14. ... Ne7-f5 (intending to help his Knight at a1 escape from the trap) **15. Ne3xf5 e6xf5 16. Bc1-g5 f7-f6 17. Re1xa1 f6xg5 18. Nf3xg5 g7-g6. 19. Ra1-e1 h7-h6** (No. 3)

Under the rigorous conditions of a simultaneous exhibition, the Grandmaster believed that the game was going his way, because after 20. Ne6 Bxe6 21. Qxd8 Rxd8 22. Rxe6 Kf7 Black would have a superior position. But even then Garri was capable of tapping hidden tactical resources.

20. Qa8-c6! (not at all intending to strive for a draw, as could be expected in the variation 20. ... hxg? 21. Qxg6+ Kh8 22. Qh6+ Kg8: of course, White does not need the perpetual check, because after 23. Bd5+! Qxd5 24. Qg6+ Kh8 25. Re7 he wins) **20. ... Qd8-d6** (or 20. ... Kg7 21. Ne6+ Bxe6 22. Rxe6 and Black is in a bad way)

3



21. Ng5-e6 Qd6xc6 (unfavourable for Black is 21. ... Bxe6 22. Qxd6 Bxd6 23. Rxe6, as is 22. Rxe6 at once) **22. Bg2xc6 Bc8xe6** (willy-nilly, he has to agree to this exchange: if 22. ... Rf7, then 23. Bd5! is very strong) **23. Re1xe6 Kg8-g7** (after 23. ... Kf7 24. Bd5 Rd8 25. Bb3, the Black King would be under fire) **24. Bc6-e8 f5-f4?!** (evidently, Polugaevsky has grown tired of fending off the boy's threats and he chooses the risky continuation, whereas 24. ... g5 should have led to a draw: also, 24. ... Rf6 25. Re7+ Kf8 26. Rxc7 Kxe8 27. Rxa7 Rd6 would be better than the move actually played, for in the ensuing position Black would still be able to defend himself) **25. g3-g4?**

Garri became carried away and, unwilling to afford his opponent a chance to escape, let his own chance slip. After 25. Rxg6+ Kh7 26. Rc6 White would be a pawn ahead.

25. ... Bc7-d8!

Here the players agreed to draw, for if 26. Rxg6+ Kh7 27. Re6, then Black may respond simply 27. ... Bxh4.

Who could have foretold that in the game presented below two future World Champions were playing each other? Grandmaster Anatoly Karpov, then captain of the Chelyabinsk Young Pioneers' Palace team, meets for the first time the twelve-year-old Garri Kasparov in a game that will go down in the history of chess.

Game 2
Sicilian Defence
Karpov — **Kasparov**

1. e2-e4 c7-c5 2. Ng1-f3 d7-d6 3. d2-d4 c5xd4 4. Nf3xd4 Ng8-f6 5. Nb1-c3 a7-a6 6. Bf1-e2 e7-e5. Ten years have passed since this encounter and in his first match with Karpov for the world title Kasparov repeatedly rejected this move, choosing the more dynamic 6. ... e6.

7. Nd4-b3 (the retreat to f3 is also possible) 7. ... **Bf8-e7 8. Bc1-g5 Bc8-e6 9. f2-f4** (this leads to complications: after 9. Bxf6 Bxf6 10. Nd5 White would have a good game) **9. ... e5xf4 10. Bg5xf4 Nb8-c6 11. 0-0 0-0 12. Kg1-h1 b7-b5 13. Be2-f3 Nc6-e5 14. Nb3-d4 Be8-c4 15. Rf1-f2 b5-b4 16. Nc3-d5 Nf6xd5 17. e4xd5 Be7-f6 18. Rf2-d2 Qd8-b6 19. Bf4-e3**

The game is very sharp now. Black's pieces are well placed, and he controls a number of vital squares in the centre and on the Q-side.

19. ... Qb6-c7 (19. ... Qb7 would also be very interesting) **20. Bf3-e4 Rf8-e8 21. Be3-g1 g7-g6** (restricting the scope of the White Bishop at e4, and preparing for the withdrawal of his Bishop on f6 because, after the White Rook gets to f2, he would have to reckon with the Exchange sacrifice on f6) **22. a2-a3 a6-a5 23. a3xb4 a5xb4 24. Ra1xa8 Re8xa8 25. b2-b3 Bc4-a6 26. Nd4-c6 Ne5xc6 27. d5xc6 Ra8-e8?**

In his interesting analysis, Master Victor Khenkin has shown that Black should have continued 27. ... Bb5! with sufficient counterplay.

Then, 28. Rxd6? would be met with 28. ... Ra1 29. Qd2 Qb6, while the natural 28. Qf3 could be answered by 28. ... Bc3 29. Rf2 Bd4 30. Rf1! Bxg1 (but not 30. ... Bxf1? in view of 31. Bxd4, intending 32. Qf6) 31. Rxg1 Ra6, and the c6-pawn cannot be saved.

28. Be4-d5 Bf6-c3 29. Rd2-f2 Re8-e1 30. Qd1-f3 Bc3-d4 31. Bd5xf7+ Kg8-g7 (No. 4)

32. Bf7-c4!

Garri underestimated this move. Now the mate on f8 is threatening, and the Black Bishop on a6 is en prise. What should he do?

32. ... Re1xg1+?

The young player seems at a loss to find the right move. He should have played 32. ... Rxf2 33. Qxf2 Rxg1+ 34. Kxg1 Qxc6. White would then be a pawn ahead after 35. Qd4+ Kh6 36. Bxa6 Qxa6 37. Qxb4 Qe2 38. Qc3, Black though could put up a sturdy defence.

33. Kh1xg1 Bd4xf2+ 34. Kg1xf2 Ba6xc4 35. b3xc4

The unhappy swapping done by Garri has resulted in Karpov's retaining his dangerous pawn on c6.

35. ... Qc7-a7+ 36. Kf2-e2 Qa7-d4 37. Qf3-d5 Qd4-f6 38. Qd5-e4+ (38. c7? Qe7+) **38. ... b4-b3** (a last, desperate attempt) **39. c2xb3 Qf6-b2+ 40. Ke2-f1 Qb2-c1+ 41. Qe4-e1 Qc1-f4+ 42. Kf1-g1 Qf4-d4+ 43. Kg1-h1 Qd4-b6 44. Qe1-e7+ Kg7-h6 45. Qe7-f8+** Black resigns.

But Garri Kasparov learnt his lesson well. And not only learnt. Even a failure can be turned to one's advantage if one tries to get to its root, to understand it thoroughly, not leaving out even the smallest detail; for minute details are also important in creative work.

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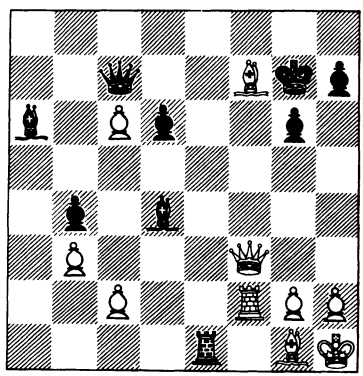

EARLY YEARS AND OLD HANDS

The Western press has more than once published "explanations" of the outstanding successes achieved by representatives of the Soviet school of chess in almost all major competitions.

A school in the sciences and arts has come to mean a group or succession of persons devoted to the same cause or principles, consistently applying the same methods. Soviet chess-players regard chess as a form of art, which offers practically unlimited possibilities for creative search, fantasy and inspiration.

The Soviet school of chess is based on the scientific approach towards the problems of strategy and tactics, it requires that each and every player adopt an exacting and critical attitude towards himself.

A common approach towards the main problem of assessment in chess does not, of course, imply that Soviet Grandmasters and Masters all play in the same manner, in the same style. "The style is the man," as the saying goes. A chess-player's style is always individual, it always reflects his personal views and tastes.

"The Soviet school of chess manifests itself most of all in its continuity, in the constant handing down of experience from generation to generation," says Garri Kasparov. "And the accumulated experience is handed down in practical play, over the board, in tournaments and in the study sessions of the various schools operating in our country.

"I know from my own experience. It was both instructive and fantastically good that, in the study sessions held in Botvinnik's school, it was famous Grandmasters, leading experts in chess, who pointed out my mistakes and showed me the way to overcome my drawbacks."

However, Botvinnik's school was a new stage in Kasparov's road to mastery. As we have already mentioned, he started his chess career when he was nine years old; he took part in tournaments between Baku schoolchildren, and was instructed by the experienced trainer Oleg Privorotsky at the Young Pioneers' Palace of Baku.

Over four hundred children were then members of that club, but Garri stood out among them all because of his devotion to chess and the striking originality of his ideas. Even at that time he could do much in chess, apart from one thing: he could not conceal his emotions over the board. This, though, he learnt much later.

In this chapter, you will see several of Garri Kasparov's early games, distinctly marked by his tremendous talent. The game below was played in the 1973 match between the teams of the Young Pioneers' Palaces of Baku and Dnepropetrovsk.

Game 3
French Defence
Kasparov Vasilenko

1. e2-e4 e7-e6 2. d2-d4 d7-d5 3. Nb1-d2 Nb8-c6 4. Ng1-f3 Ng8-h6 5. e4-e5

At once determining the pawn configuration in the centre. The ten-year-old player, of course, thought it necessary to take drastic measures without delay. Seasoned veterans usually adopt 5. c3 at this juncture.

5. ... f7-f6 6. Bf1-b5 Bc8-d7 7. Bb5xc6 Bd7xc6 8. Nd2-b3 Nh6-f7 9. Bc1-f4 f6-f5

Black has a good, solid position. He can go in for wild, but promising, complications by continuing 9. ... g5; but he lets this opportunity slip.

10. h2-h4!

The right decision, for the e5-pawn will now permanently stick in Black's "throat". Discarding the thought of castling short, the young player from Baku intends to bring his Rook into play via the h3-square (No. 5).

10. ... Bf8-e7

I think that Garri was very happy with his opponent's apparently natural move. The active 10. ... a5 would be more opportune.

11. Qd1-d2 b7-b6 12. c2-c3 Bc6-b7

Black seems to be somewhat afraid of his opponent and keeps playing passively for the rest of the game.

13. Bf4-e3 Qd8-d7 14. Nb3-c1 Bb7-a6 15. Rh1-h3 Qd7-b5 16. Nc1-e2 Qb5xe2+? (he should have played 16. ... 0-0-0) **17. Qd2xe2 Ba6xe2 18. Ke1xe2 0-0-0 19. Nf3-g5! Nf7xg5 20. h4xg5 Rd8-f8 21. g2-g3 g7-g6 22. Rh3-h6 Rf8-f7 23. Ra1-h1 Rf7-g7** (to parry the

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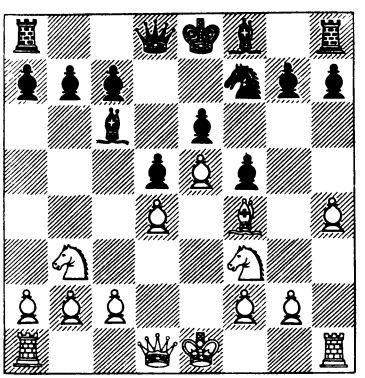

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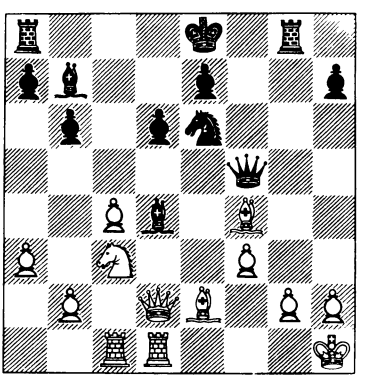

threat of 24. Rxg6) **24. Ke2-f3 Kc8-d7 25. g3-g4! f5xg4+ 26. Kf3xg4 Kd7-e8 27. b2-b4 a7-a6 28. a2-a4 Ke8-d7 29. b4-b5 a6-a5** (in the naive hope that he might shelter behind the walls; 29. ... axb 30. axb Kc8 31. Ra1 Kb7 was indicated) **30. c3-c4! d5xc4** (otherwise 31. c5 would follow) **31. Rh1-c1 Rh8-e8** (this is inconsistent, whereas 31. ... Rc8 32. Rxc4 c6 would leave some saving chances) **32. Rc1xc4 Be7-d8 33. Kg4-f4 Re8-e7 34. Kf4-e4 Rg7-f7 35. Rc4-c6 Rf7-g7 36. d4-d5!** (the decisive breakthrough) **36. ... e6xd5+ 37. Ke4xd5** (the K-pawn is now unstoppable) **37. ... Re7-e8 38. e5-e6+ Kd7-c8 39. Be3-d4 Rg7-g8 40. Rh6xh7** Black resigns.

What is characteristic of this game, played by a boy of ten who was to become World Champion? First of all, let us note the consistency with which he exploited his greater command of space. Unhurriedly, move by move, he drove his opponent back. And this development of events in the game was entirely in the spirit of the build-up that had resulted from the opening: White had to be, and was, active in the centre and on the K-side.

In 1975 Garri took part in the USSR schoolchildren's championship in Vilnius. For the twelve-year-old boy, it was the first very hard trial. Most of his rivals were older and more experienced, having already played in important tournaments more than once.

Forty-two young players competed in a Swiss, ten-round event. Garri finished among the top ten players. Interestingly, the gifted representative of Kazakhstan, Yevgeny Vladimirov, who won the tournament, was later to become an International Master and ... a trainer of the World Champion Garri Kasparov. Intricate are the paths leading to Olympus.

Garri fought courageously but suffered several severe setbacks. He won four games, drew as many, and lost two. The outcome of some of these encounters was largely determined by one significant shortcoming of Kasparov's emotional nature: he often let himself be carried away by his plans and combinational ideas, while underestimating his opponents' chances (No. 6).

Here is a curious fragment of Kasparov's game with Leonid Yurtaev (as Black), a future Master and Champion of Soviet Kirghizia.

White has an extra pawn, but Black's K-side threats should not be underestimated. Thus, 20. Bg3 is unplayable, because of 20. ... Rxg3. Therefore, 20. Be3 is necessary. Garri, however, prefers a combinational thrust rather than the defensive move just indicated.

20. Nc3-d5? Bb7xd5 21. c4xd5 Ne6xf4 22. Be2-b5+ Ke8-f7 23. Qd2xd4 Rg8xg2 24. Bb5-d7

This is the sally he had in mind, intending to counter 24. ... Qg5 with 25. Be6+; however, **24. ... Rg2xh2+! 25. Kh1xh2 Qf5-h5+ 26. Kh2-g3 Nf4-e2+ 27. Kg3-f2 Ne2xd4 28. Rd1xd4** resulted in him losing. The finale of the game is played out very accurately by Yurtayev.

28. ... Qh5-h2+ 29. Kf2-e3 Kf7-g7 30. Bd7-e6 Ra8-f8 31. Rd4-g4+ Kg7-h8 32. Rc1-g1 h7-h5 33. Rg4-g5 Qh2-f4+ 34. Ke3-d3 Qf4xf3+

35. **Kd3-c2 Qf3-e2+ 36.Kc2-b3 Rf8-f3+ 37. Kb3-a2 Qe2-c4+ 38. Ka2-a1 Rf3-f1+** (this cold shower of exchange puts an end to all Garri's dreams of an attack)

39. Rg1xf1 Qc4xf1+ 40. Ka1-a2 Qf1-c4+ 41. Ka2-b1 h5-h4 42. Rg5-g4 Qc4-f1+ 43. Kb1-a2 Qf1-f2 (but not 43. ... h3, in view of 44. Rh4+, winning the pawn) **44. Ka2-b3 h4-h3** White resigns.

Interesting complications took place in the Rizvonov-Kasparov game (No. 7).

White sowed the wind only to reap the whirlwind.

18. Bb2-a3?! (the stiff resistance 18. Rxb8 Rxb8 19. Qa3 seems to be more promising) **18. ... Be4-c2! 19. Qb3xc2 Rb8xb5 20. Nf3-e5** (White had great hopes of this counterblow) **20. ... Nc6xe5 21. d4xe5 Bf6xe5 22. f2-f4 Be5-f6 23. Ba3xd6 Qe7-d8 24. Bd6xf8 Qd8xf8**

The material balance has been restored, but Black's pieces are more active; besides, his a-pawn is more dangerous than his opponent's c-pawn. Still, White's position is defensible, but Garri's opponent is not up to his task.

25. Qc2-a2 (he would have been better trying 25. c4) **25. ... Qf8-c5+ 26. Kg1-h1 Qc5-e3 27. c3-c4 Rb5-b2 28. Qa2-a4 h7-h6 29. Bg2-f3 Kg8-h7 30. Bf3-h5?** (he should have played 30. Qc6) **30. ... Rb2-b1! 31. Rd1xb1** (he should have withdrawn his Bishop to f3) **31. ... Qe3-e4+32. Bh5-f3 Qe4xb1+ 33. Kh1-g2 Bf6-d4 34. Qa4-d7 Qb1-g1+ 35. Kg2-h3 Qg1-f1 36. Bf3-g2 Qf1xe2 37. Bg2-b7 Bd4-g1** White resigns.

Garri's paradoxical ideas have often put his opponents in a spot. The following diagram shows a position in the Kasparov-Sokolov game (No. 8).

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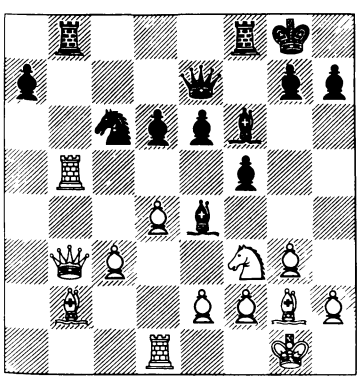

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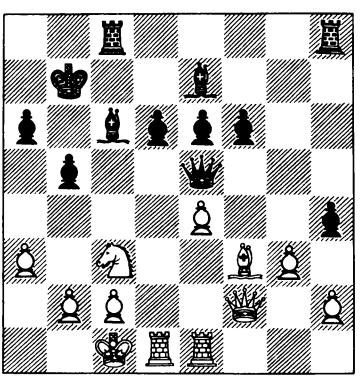

Here, the pawn configuration is typical of the modern handling of certain sharp variations of the Sicilian. The sacrifice by White of his Knight on d5 is also very common. In the diagrammed position, however, Black could, in the case of 22. Nd5, refuse the Greek gift and simply withdraw his Bishop to d8 (22. ... Bd8). This is the reason why Garri ventures the following, very unusual and risky, inroad by his Rook.

22. Rd1-d5!? Bc6xd5 (after 22. ... ed 23. ed Qg5+ 24. Kb1 Bd7 25. Rxe7 or 24. ... Be8 25. Rxe7+ Rc7 26. Rxc7+ Kxc7 27. Qa7+, White has a dangerous initiative) **23. e4xd5 Qc5-g5+ 24. Kc1-b1 e6-e5 25. a3-a4 h4xg3 26. h2xg3 b5-b4?** (The naivety of salad days: 26. ... Rxc3 27. bc Bd8 would have sufficed) **27. a4-a5!** (Sokolov could hardly expect such cunning from a boy so young) **27. ... Rc8xc3** (the Black King's position would be just as lamentable after 27. ... bc 28. Qb6+ Ka8 29. Re4!, while 27. ... Bd8 fails to 28. Ne4) **28. Qf2-b6+ Kb7-c8 29. b2xc3 Be7-d8 30. Qb6-c6+ Bd8-c7 31. Qc6-a8+ Bc7-b8 32. Re1-e4!** Black resigns.

I wish to draw the reader's attention to the fact that at the beginning of his chess career and almost to the time he became a Grandmaster Kasparov (as White) clearly preferred to open his games with 1. e2-e4. But it was not only his personal preference: his instructors in chess also advised him to adopt this move. What was the reason for this preference? It is a natural opening, and it has a logic of its own. Indeed, it is when a game is opened by the K-pawn that White's forces are deployed more rapidly; it is easier to launch a direct attack against the vulnerable squares f7 and f2 defended by the King alone, and the pieces are easier to co-ordinate.

The great Russian master Tchigorin thought that the adoption of 1. e2-e4 leading to the King's and other gambits would teach the player the art of combination play. The Czech Grandmaster Richard Réti repeatedly stressed that one should begin to study openings by first adopting classical, open formations. The third World Champion, Cuban Grandmaster José Raúl Capablanca called the Ruy Lopéz the touchstone for one's understanding of positional play and manoeuvring.

True, this opinion, though quite justified, has sometimes been called into question. In the 1920s many players became enthusiastic about the so-called hypermodern school of chess, and the good old move 1. e2-e4 was anathematised. One commentator even went so far as to say that "the move has the smell of death about it, and is a weapon of the Stone Age".

The scathing phraseology of the hypermoderns, which at first attracted the attention of the young generation, failed however to pass the test of time—master play did not lend support to it. Gradually, the old 1. e2-e4 was completely restored in all its rights. And of no small importance were the games and theoretical investigations of the well-known Soviet Master Vladimir Rauzer, who opened all his games with 1. e2-e4.

It would, of course, be naive and wrong to think that openings derived from 1. e2-e4 are intended only for the beginner. Any of the games opened with the K-pawn, and especially, the evergreen Ruy Lopéz, has a very rich, far from exhausted, content. And, of course, no chess-player should, in his creative work, neglect open games.

In his attitude to this problem, Kasparov, too, has much in common with Alekhine. At the beginning of his brilliant chess career the first Russian World Champion opened his games mostly with 1 e2-e4. "Why do you almost invariably play this move rather than 1 d2-d4?" Alekhine was asked by a journalist in 1913. "For the simple reason that I do not know how to play after 1. d2-d4," joked Alekhine. It will be recalled that at the time he was one of the strongest masters in Russia.

Alekhine's remark may seem strange. Can the choice of the first move or even an opening line be suggestive of one's understanding of chess, one's level of chess knowledge and skill?

Well, to a certain extent, yes. Complicated modern opening systems rest on very delicate strategic nuances. Keeping on the agenda the "eternal" problems of domination in the centre, creation of permanent weaknesses and the struggle for possession of open files, opening systems do not solve these in a straightforward manner, but often use tortuous, roundabout ways.

It is sad to see how, in their tournament games, young players, who have no idea of positional manoeuvring, must necessarily fianchetto their Bishops and then aimlessly move their pieces back and forth in the back rows. They do not understand the essence of the build-ups they adopt, and they thoughtlessly repeat what they have seen in the games of great masters. "If Grandmasters and Masters play this line, it is bound to be good," they reason naively. And the result is about the same as it would be if a beginner pianist were asked to perform a very complicated and moving sonata by Beethoven, Chopin, or any other great composer.

Unfortunately, many devotees of chess have failed to understand that the process of mastering the game should be gradual and consistent. That is why Alekhine was right when joking about his not liking the move 1. d2-d4. Such moves as 1. d2-d4 or 1. c2-c4 can, of course, be made without special preparation. But such preparation is absolutely necessary if one wishes to take the right direction in the maze of the fight to follow.

One should first learn the principles of organising a concerted action of the pieces both in attack and in defence, assimilate the main combinational and positional devices and only then go one's own way, imitating no one blindly.

This was the way Garri Kasparov worked on chess at the beginning of his career. And it was only after he had tried his hand in many open games that he made up his mind to shift from 1. e2-e4 to other moves, without dropping his old friend altogether.

Let us recall Kasparov's opinion that "The Soviet school of chess manifests itself most of all in its continuity, in the constant handing down of experience from generation to generation."

Understandably, as a member of the Communist Party of the Soviet Union and member of the Azerbaijan Komsomol Central Committee, Garri Kasparov deems it his important public duty to give the widest possible publicity to the art of chess in our country, to take an active part in chess life, and to give constant help to young players of his native republic, Azerbaijan.

Even now, despite his very tight schedule, Kasparov is a frequent guest of the Young Pioneers' Palace in Baku and of other children's chess groups of Azerbaijan. He teaches the children from his own experience, helps them prepare for competitions, analyses their games, instructs and trains the Junior Team of Azerbaijan.

It is not hard to understand just how important such communication with the outstanding Grandmaster is for the boys and girls devoted to chess. And they are very numerous, those youthful admirers of Caissa. In Azerbaijan, with about 60 rural districts, there are many chess schools and clubs for children, set up by the Republican Ministry of Education and by the Rural Sports Society *Mekhsul*. In many districts of the republic, these clubs are housed in buildings specially designed in a picturesque and original style. One can judge how popular chess is among the schoolchildren of Azerbaijan by taking the small town of Kazakh as an example. There are over 300 boys and girls who study in the chess school of this town. The school occupies a beautiful, spacious house decorated with chess panelling. The 13th World Champion has more than once visited Kazakh, Shekhi, and other districts of Azerbaijan.

Here, for example, is a game played in a simultaneous clock exhibition that Kasparov gave (as a practical lesson) in 1982 when training the junior Azerbaijan team for the Soviet Junior Team Championship. The success achieved by the young players of Azerbaijan is convincingly evidenced by the fact that in the 1986 USSR Spartakiad the schoolgirls from this southern republic won gold medals, having overcome many experienced Grandmasters and Masters.

In the game presented below, Kasparov played against his namesake, Alexander Kasparov, a schoolboy from Baku.

Game 4
English Opening
A. Kasparov **G. Kasparov**

1. c2-c4 Ng8-f6 2. Nb1-c3 c7-c5 3. g2-g3 e7-e6 4. Bf1-g2 d7-d5 5. c4xd5 e6xd5 6. Qd1-b3 Nb8-c6!? This was perhaps a revelation for Garri's youthful rival. Sacrificing a pawn, Black creates dangerous tactical threats.

7. Nc3xd5 Nc6-d4 8. Nd5xf6+ Qd8xf6 9. Qb3-d1 Bc8-f5 10. d2-d3 c5-c4! (No. 9)

The Grandmaster turns out to be a very exacting examiner. White should be extremely careful now.

11. e2-e3?

The correct move was 11. Nf3; for instance, 11. ... Bb4+ 12. Bd2 Nxf3+ 13. Bxf3 Qxb2 14. Bxb4 Qxb4+ 15. Qxd2 Qxd2+ 16. Kxd2 cxd 17. Bxb7. In this variation, suggested by Kasparov himself, White would have nothing to fear.

11. ... Bf5xd3!

In the spirit of Paul Morphy's immortal games. By sacrificing his Knight, Black gets far ahead in development, while keeping the White King in the centre, under fire.

12. e3xd4 Bf8-b4+ 13. Bc1-d2 0-0!

Both beautiful and convincing. If now 14. Bxb4, then 14. ... Rfe8+ 15. Kd2 Qxf2+ 16. Kc3 Re3!, etc. Equally bad for White is 14. Ne2 Rfe8 15. Bf1 Qf3 16. Rg1 Rxe2+ 17. Bxe2 Re8.

14. Bd2xb4 Rf8-e8+ 15. Ng1-e2 (this will not, of course, save White) **15. ... Re8xe2+ 16. Qd1xe2 Bd3xe2 17. Ke1xe2 Qf6xd4 18. Ra1-d1** (after 18. Bc3 Qd3+, followed by 19. ... Re8+, White is mated) **18. ... Qd4xb2+ 19. Bb4-d2 c4-c3 20. Ke2-f1 c3xd2,** and after a few moves White resigned.

Garri has always been glad to meet with a stout resistance in his instructional simultaneous exhibitions, as is the case of his following encounter (No. 10) with Master Candidate Alexander Avshalumov (as White).

Here, under strict exhibition conditions, the Grandmaster failed to play the strong 23. ... Bf6, after which White would have to face very difficult problems. Instead, he continued:

23. ... Re8xe7? 24. Nd5xe7 Rf8xf4

Kasparov seemed to have thought that after 24. Rf7 the Knight on e7 would be trapped, but now he saw that after 25. Bd3 Rxe7

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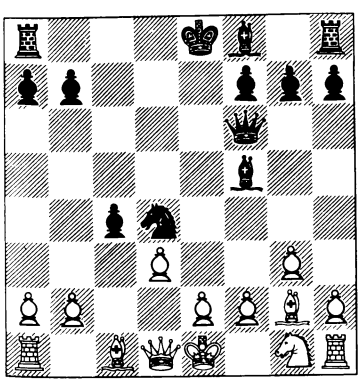

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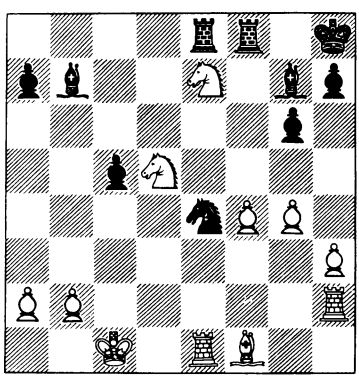

26. Rhe2 White would retain a material advantage.

25. Bf1-b5 (now, because of the threats of 26. Bc6 or Rf1, White's advantage is beyond doubt) **25. ... Ne4-f2** (25. ... Bd4 would offer more chances for survival) **26. Ne7-f5!** Black resigns.

The President of FIDE Florencio Campomanes visited Azerbaijan early in 1986. Here is what he told the journalists who interviewed him.

"The development of chess in the USSR is indeed unprecedented. The strength of Soviet chess-players rests on the foundation of a powerful infrastructure pervading the whole country. Azerbaijan, as I had the opportunity to see for myself, convincingly confirms this irrefutable fact. Here is but one example.

"In a republican chess school, they showed me a computer intended for chess instruction. It is not easy to list all the numerous functions it performs so successfully. Doubtless, it has a great future before it. Since I have not seen anything of this kind anywhere, I believe that it would be expedient to study the experience gained in Azerbaijan and to spread it everywhere. I think that this practice is so interesting that it should be presented as a separate report at a FIDE congress.

"The very fact that 44 chess schools for children have been organised in Azerbaijan deserves mentioning as an example of the serious concern of the republican government for the development of chess. And in such favourable conditions the appearance of a World Champion is far from unexpected.

"Having visited the republican school of chess and the Young Pioneers' Palace of Baku, where Garri Kasparov was brought up, I have again been convinced that it is just this atmosphere of general concern with the creative growth of children that is responsible for the appearance of such outstanding Grandmasters."

BOTVINNIK'S SCHOOL

Recently I received a curious letter from a Mr. Paul Heilemann, a chess devotee from Zurich. Having read in a magazine that in his early years Kasparov was taught in Botvinnik's school, Mr. Heilemann asked me to write and to tell him about the school, who is accepted there, what other subjects, apart from chess, are taught, etc. The question of the questions was, of course, how much parents must pay to keep their children in that school. "It probably costs a lot to have one's children taught by Botvinnik himself," he wrote.

In his second letter, Mr. Heilemann noted that my answers both "surprised him greatly and made him very glad". Here is, in broad outline, what I told him.

Appearances in chess events and the study of chess are the most important, but not the only, duties of a Soviet Grandmaster. One of his major concerns and public duties is to popularise the art of chess, to pass his knowledge on to the younger generation, to bring up those who will come to replace him. Such is the noble tradition of Soviet chess, observed by all its leading representatives.

Mikhail Botvinnik accepts in his school 20 to 25 young players who have been successful in tournaments of the *White Rook* Club and of the Young Pioneers' Palaces and who also do well in ordinary schools. Chess is taught mainly by correspondence. Boys and girls are given tasks, and the answers they are to send back should be both detailed and well substantiated. Two or three times a year they come together for a fortnight's study session. At these sessions, their games are analysed, their answers to the home tasks are appraised; the children tell about the competitions in which they have taken part. All expenses are covered by trade unions and sports organisations. Fifteen years ago Garri Kasparov, accompanied by his mother, came to such sessions.

Botvinnik's school is far from being the only one in the Soviet chess movement. There are several schools successfully functioning on the same principles. Such are the schools of the late Tigran Petrosian, of Vasili Smyslov, Lev Polugaevsky, Yefim Geller and Yevgeny Sveshnikov. It is hard to overestimate their importance in bringing up young talents.

Apart from purely chess lessons, these schools give lessons of ethical behaviour in competitions, and they teach children courage and perseverance in chess battles. The compulsory element at such sessions is physical training of the children, consultations with specialists in pedagogy and psychology.

You can get an idea of how lessons are conducted at such sessions when you read the following excerpt from an article by Chess Master

Victor Khenkin published in the Soviet chess media several years ago:

"Garri Kasparov, a 13-year-old Master Candidate from Baku, is demonstrating his game, firing variations at the listeners. His erudition and extensive knowledge are astonishing, considering his age. But when he asserts that he 'saw it all during the game' he seems to be bluffing...

" 'Don't fuss so, Garri, let me think,' Botvinnik stops him, 'you can calculate variations so rapidly, but I, alas, cannot...'

"Garri, very astonished, stops talking and gives Botvinnik a searching look. An analysis starts, Botvinnik finds a mistake in the boy's play.

" 'Why have you played so?'

" 'Well, this move has already occurred, and Black had a good position!' Garri then proceeds to cite the game in which all this happened. His memory is excellent.

" 'Well, what if it did occur,' remarks Botvinnik. 'You should use your own brain, doubt everything, look for the truth. Here, you see, the move, though well known, has turned out to be bad. You just analyse this position and send me your analysis in writing.'

"Garri's mother at once writes the task down on her writing-pad."

I would like to add to this that Botvinnik considers annotating one's own games, and self-critical analysis of all events in them, as indispensable for improvement in chess. Everyone who studies in Botvinnik's school should meet this requirement.

"Studying in Mikhail Botvinnik's school was extremely helpful. I consider him to be my Teacher in chess," says Kasparov. "I remember how he once said to us: 'The time will come when you will no longer be Young Pioneers. It is possible that many of you will cease to take such an interest in chess—your option of professions is great. But those of you who decide to devote his or her life to chess can and should become Grandmasters."

"How early did you make your choice to devote yourself to chess?" a journalist once asked Kasparov. And here is what the World Champion answered:

"It was not me who made the choice, but all my life chose for me. I started to play chess early, when I just entered school. Yet even at fourteen I was not sure as to the place of chess in my life. At that time I was Master Candidate, and the Sokolsky Memorial Tournament held in 1978 was to be the decisive test for my future plans. 'If I come back a Master,' I thought, 'I will follow this track farther. Otherwise, I'll have to seriously think what else I'll be able, and wish, to do. After all, I did very well at school, so I can choose from more than one road.' It turned out, however, that from the Sokolsky Memorial I returned a Master of Chess, and this sealed my fate."

Up to now I have mentioned Garri's competitions before the Sokolsky Memorial. This tournament, so important for Garri's choice of occupation, will be specially dealt with, while our talk about Botvinnik's school will be concluded by a few remarks.

In recent years Mikhail Botvinnik, who is Professor and Doctor of Technology, currently researching in cybernetics, has not been able to run his school regularly. So the school has practically stopped functioning. Now Kasparov has decided to help his teacher.

"I think schools like this are absolutely indispensable," he says. "I myself was a pupil at Botvinnik's school not so long ago and had to sit for chess study sessions. I played in tournaments between these sessions, and we had our homework to do. When we met at the sessions, Botvinnik personally looked through my games, gave advice and made recommendations. I got a lot of benefit from learning this way."

Now the school is functioning again as a correspondence school run by teacher and pupil—Botvinnik and Kasparov. Every year two study sessions will be held, one in Baku and the other in Moscow. All the expenses involved will be covered by the trade unions and sports organisations of Azerbaijan.

The first study session at the new school took place in the early spring of 1986, in the trade union recreation centre "Pestovo", near Moscow. The boys and girls accepted to the school were taught by Botvinnik and Kasparov.

These famous champions analysed the children's games and gave simultaneous exhibitions for their instruction. One can get an idea of their methods of teaching by examining the following game, played by Kasparov in such an exhibition on six boards and with clocks.

The World Champion's opponent was a 14-year-old boy from Baku, Vladimir Akopian, then a Master Candidate, as many other pupils of the school, now a Master.

"On Botvinnik's recommendation, I played purely positional chess in that exhibition," says Kasparov. "The children are rather good at solving combinational problems, but are still insufficiently versed in strategy. This is what they should be taught."

Game 5
King's Indian Defence
Kasparov — Akopian

1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 Bf8-g7 4. e2-e4 0-0 5. Ng1-f3 d7-d6 6. Bf1-e2 e7-e5 7. 0-0 Nb8-c6 8. d4-d5 Nc6-e7 9. Nf3-d2 Nf6-d7 10. b2-b4 a7-a5?

A gross strategical blunder. Black is weaker on the Q-side, and he should not have opened files there. 10. ... f5 would be the logical continuation.

11. b4xa5 Ra8xa5 12. Bd2-b3 Ra5-a8 13. a2-a4 f7-f5 14. f2-f3 f5-f4 (14. ... Nf6 would have been better) **15. a4-a5 g6-g5 16. Bc1-a3 Rf8-f6 17. c4-c5**

It has now become evident that Black has failed to launch active operations in time, and he has to repulse his opponent's attack on the Q-side.

17. ... d6-c5 18. Nb3xc5 Nd7xc5 (if 18. ... Rxa5, then 19. Ne6) **19. Ba3xc5 Bg7-f8 20. Qd1-b3 Kg8-h8 21. Nc3-b5 Bc8-d7 22. Rf1-c1 b7-b6 23. a5xb6 c7xb6 24. Ra1xa8 Qd8xa8 25. Nb5-c7 Qa8-d8**

Kasparov's youthful opponent hopes for 26. Bxb6? Qb8 27. Ne6 Bxe6 28. dxe Nc8, because now 29. Bd8 Qxb3 30. Bxf6+ Kg8 31. Rxc8 would merely result in a draw after 31. ... Qb6+ 32. Kf1 Qb1+. But this tactical operation is refuted strategically.

26. Bc5-f2! Ne7-g6 27. Nc7-e6 Bd7xe6 28. d5xe6 Qd8-e8 29. Be2-c4 Bf8-c5 30. Bf2xc5 b6xc5 31. Rc1-d1 Ng6-f8 32. Qb3-b2! Rf6xe6 (there is nothing better) **33. Bc4xe6 Qe8xe6 34. Rd1-d5 Nf8-g6 35. Qb2-b7 Kh8-g8 36. Qb7-c7 c5-c4 37. Rd5-d6 Qe6-f7 38. Rd6-d8+ Kg8-f8 39. Qc7xe5 Qf7-a7+ 40. Qe5-d4 Qa7-a5 41. Qd4-d5+** Black resigns.

One can readily see the benefit Akopian got when Botvinnik and Kasparov explained to him his errors of judgement.

Of great interest are the recommendations made by Botvinnik and Kasparov when giving tasks to their pupils.

1. You should play only 50 to 55 tournament games a year.

2. It is expedient to confine your opening repertoire to 3 openings as White and 3 as Black. When you study an opening you should strive for connecting it with typical middlegame plans. Openings should be learnt not only from handbooks, but also by selecting and analysing games from the latest competitions.

3. The endgame should be studied systematically. (Pupils are given tasks to prepare written commentaries about certain types of endings.)

4. In order to avoid getting into time trouble, you should play special training games, during which all your attention should be given to timing your moves, even though their quality may suffer. In tournament games the use of the "15 and 30" rule (first 15 moves in 30 minutes) is recommended.

5. You should carefully check your analytical work (also, by publishing its results).

6. To broaden your outlook, you should study how the strongest Grandmasters play by using the books of their collected games.

7. To improve the accuracy of your calculation of variations over the board, you should solve endgame-study problems and also analyse games saturated with tactical struggle.

Let us return, however, to our main theme.

The first significant success came to Garri in 1976 when he won the Soviet Junior Championship in Tbilisi. His victory was convincing: five games won and four drawn. No one succeeded in defeating the resourceful boy from Baku. Especially interesting was the following game against Smbat Lputian, now a Grandmaster and winner of a number of international events. But first a few introductory remarks.

How to respond to 1. d2-d4?

Every player who regularly takes part in competitions and hopes to improve his game is faced with this problem. Garri had to cope with

the problem, too. In accordance with his tastes and creative attitude, he decided to adopt an opening which is very complicated, difficult, and perhaps even dangerous for Black.

I refer here to the King's Indian Defence, in which White can play actively both against the opponent's King and on the Q-side, whereas Black must repulse these attacks and prepare for counterplay.

Game 6
King's Indian Defence

Lputian — **Kasparov**

Tbilisi, 1976

1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 Bf8-g7 4. e2-e4 d7-d6. 5. f2-f3

This move leads to a system invented by the German Grandmaster Friedrich Samisch. White obtains a powerful pawn centre and may seize the initiative on different parts of the board. The Sämisch system has doubtless led Kasparov, like other devotees of the King's Indian, to experience many unpleasant moments.

5. ... Nb8-c6 6. Bc1-e3 a7-a6

Grandmaster Yefim Geller has called this method of play "ultra-modern". Preparing the side thrust b7-b5, aimed at attacking the future castled position of the White King, should White castle long, Black also hopes to invade the d4-square with his Knight.

7. Qd1-d2 Ra8-b8 8. Ra1-b1

White shows his intention of attacking on the Q-side. The other, and more logical, alternatives are 8. 0-0-0 and 8. Nge2.

8. ... 0-0 9. b2-b4 (optimistic, but premature, because White has thus fallen behind in deploying his K-side forces) **9. ... e7-e5**

The King's Indian is an opening in which one cannot afford to demur. In reply to the flank diversion undertaken by White, Kasparov strives to put pressure on the centre.

10. d4-d5 Nc6-d4 11. Ng1-e2 (not, of course, 11. Bxd4 ed 12. Qxd4?, because of 12. ... Nxe4) **11. ... c7-c5** (this is necessary, while 11. ... Nxe2? 12. Bxe2 would be a very grave strategic mistake, as a result of which Black would have no real counterplay, and his position would be very difficult) **12. d5xc6 b7xc6!**

Without stopping at material sacrifices Black is struggling for the initiative. Here the timid 12. ... Nxc6 would give White a clear advantage.

13. Ne2xd4 e5xd4 14. Be3xd4 (No. 11)

A very interesting moment. Even in his early games Kasparov readily sacrificed material for the sake of gaining the initiative. At this juncture, Kasparov has calculated a long, forced variation: 14. ... c5?! 15. bc Nxe4 16. fe Qh4+. It would seem that Black's position is very promising; actually, White has a good defence: 17. Kd1!; and after 17. ... Rxb1+ 18. Nxb1 Qxe4 19. Bxg7 Qxb1+ 20. Qc1 Bg4+ 21. Kd2 Qxc1+ 22. Kxc1 Kxg7 23. cd Rd8 24. c5 Rc8 25. Bxa6

Rxc5+ 26. Kb2, he would have the advantage. Having carefully assessed the situation on the board, Kasparov decides to enhance the threat to the squares e4 and d4.

14. ... Rf8-e8! 15. Bf1-e2? (White should have protected the e4-square by 15. Bd3) **15. ... c6-c5! 16. b4xc5 Nf6xe4 17. f3xe4 Qd8-h4+ 18. g2-g3** (after 18. Bf2 Bxc3 19. Bxh4 Rxb1+ 20. Kf2 Bxd2 21. Rxb1 dc, or 18. Kd1 Rxb1+ 19. Nxb1 Qxe4 20. Bxg7 Qxb1+ 21. Qc1 Qxc1+ 22. Kxc1 Rxe2, the complications would be in Black's favour).

18. ... Rb8xb1+ 19. Ke1-f2

One gets the impression that White is happily out of the mire, but Kasparov turns out to be a master of solutions both unexpected and paradoxical (No. 12).

19. ... Rb1-b2! 20. g3xh4 (equally hopeless is 20. Qxb2 Bxd4+ 21. Ke1 Bxc3+ 22. Qxc3 Qxe4, etc.) **20. ... Rb2xd2 21. Bd4xg7 Kg8xg7 22. Kf2-e3 Rd2-c2 23. Ke3-d3 Rc2xc3+!**

Kasparov's play is very strong; now he goes into an ending in which, despite material equality, his positional advantage is decisive.

24. Kd3xc3 d6xc5 25. Be2-d3 Bc8-b7 26. Rh1-e1 Re8-e5 (a typical technical device: White's weak pawn is blockaded and 27. ... f5 cannot be averted; the immediate 26. ... f5 27. e5 Be4 28. Bxe4 Rxe5 would also be good, though).

27. a2-a4 f7-f5 28. Re1-b1 Bb7xe4 29. Rb1-b6 f5-f4 30. Rb6xa6 f4-f3 31. Bd3-f1 Be4-f5 32. Ra6-a7+ Kg7-h6 33. Kc3-d2 f3-f2 34. Bf1-e2 Bf5-g4 35. Be2-d3 Re5-e1 36. Ra7-f7 (White does his best to prevent the f-pawn from queening, but it is too late) **36. ... Bg4-f5 37. a4-a5 Bf5xd3 38. Rf7xf2 Re1-f1** White resigns.

In the game presented below, Kasparov's opponent is also crushed by a daring attack.

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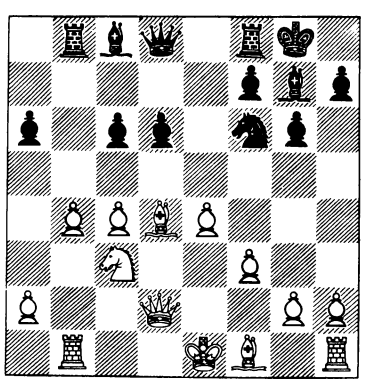

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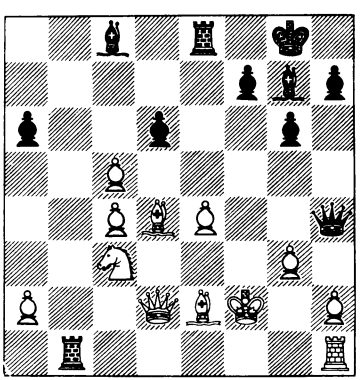

Game7
Sicilian Defence
Kasparov **Merkulov**

1. e2-e4 c7-c5 2. Ng1-f3 Nb8-c6 3. d2-d4 c5xd4 4. Nf3xd4 g7-g6 5. c2-c4 (The old move, introduced by the Hungarian Grandmaster Geza Maroczy, by which White enhances his control of the central square d5) **5. ... Ng8-f6 6. Nb1-c3 Nc6xd4 7. Qd1xd4 d7-d6. 8. Bc1-g5** (clearly, White takes aim at the future castled position of the Black King; 8. Be3 Bg7 9. f3 0-0 10. Qd2 is also playable, as is 8. e5) **8. ... Bf8-g7 9. Qd4-d2 0-0 10. Bf1-e2 Bc8-e6 11. Ra1-c1 Qd8-a5 12. f2-f3 Rf8-c8 13. b2-b3 a7-a6 14. a2-a4** (to stop Black's Q-side activity by such simple means is hardly possible, while pawn weaknesses will remain permanent: instead of the move in the text, 14. Nd5 would be good and strong, but youthful Garri is not charmed by the possibility of trading the Queens) **14. ... Kg8-f8** (where does it escape to and why? The flight has not yet been justified; instead, 14. ... Qb4 would be good) **15. h2-h4 h7-h5 16. Be2-d1 Be6-d7 17. g2-g4 b7-b5?** (the idea is all right, but the execution is badly timed; he should first have exchanged on g4) **18. g4xh5 g6xh5** (Black cannot play 18. ... Nxh5, because of 19. Bxe7+!) **19. Bg5-h6** (Garri is attacking—and even at the time when the game was played his attacks were both resolute and precisely carried out: now 20. Rg1 is the threat) **19. ... Bd7-c6** (opening an outlet for his King which may escape to d7) **20. a4xb5 a6xb5 21. c4xb5 Bc6xb5 22. Bh6xg7+ Kf8xg7 23. Rh1-g1+ Kg7-f8 24. Rg1-g5 Rc8-c5 25. Rg5xc5 d6xc5 26. Nc3xb5 Qa5xb5 27. Qd2-h6+ Kf8-g8** (No. 13).

Black's forces are thrown into confusion, and the Black King has to come back to its shattered shelter, for 27. ... Ke8 fails to 28. Qh8+.

28. Qh6-g5+ Kg8-h8 29. Qg5xc5 Qb5-d3 (the endgame that could

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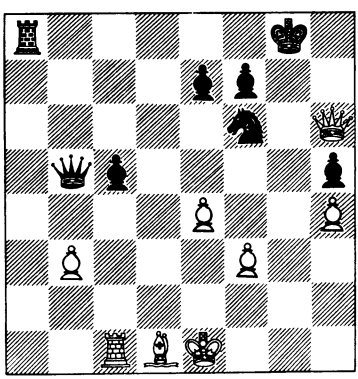


arise from 29. ... Qxc5 would be hopeless for Black) **30. Rc1-c3 Qd3-d7 31. e4-e5 Nf6-e8 32. Qc5-c6 Qd7-a7 33. Rc3-c5** (this is simple and strong; Garri's performance is excellent) **33. ... Ne8-g7 34. Bd1-c2** (the reserves are brought into action) **34. ... Ng7-e6 35. Qc6-e4 Ne6-f8 36. Qe4-e3! Qa7-a1+ 37. Ke1-e2 Qa1-h1 38. Qe3-h6+ Kh8-g8 39. Qh6-g5+ Kg8-h8 40. Qg5xh5+ Kh8-g8 41. Qh5-g4+ Kg8-h8 42. e5-e6** Black resigns.

"Every style is good if it leads to victories," Botvinnik repeatedly told to Kasparov at study sessions of his school, and always added: "The more universal a chess-player the higher are his chances of success; the broader the researcher's outlook the more rapidly he will find the solution to a complex problem."

The universality of a player's style cannot be attained overnight. It can only result from numerous tournament trials and extensive, independent analytical work. Quite naturally, the youthful Kasparov's style lacked universality. Having an excellent vision of the board which enabled him to balance very delicately the tactical possibilities inherent in a position, Kasparov had not yet learnt to assess objectively his opponent's counter-chances.

Characteristically, this was true also of Alekhine. Here is what he wrote: "In my youth, I was too confident that I would be able to find a saving combination *in any situation,* and even when I became World Champion I could not completely get rid of this shortcoming."

A typical example of Kasparov's overconfidence is his game with Elmar Magherramov, now a Master, played in Baku in 1976.

Game 8
Ruy López
Kasparov **Magherramov**

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 a7-a6 4. Bb5-a4 Ng8-f6 5. 0-0 Nf6xe4 6. d2-d4 b7-b5 7. Ba4-b3 d7-d5 8. d4xe5 Bc8-e6 9. c2-c3 Bf8-e7 10. Nb1-d2 0-0 11. Bb3-c2 f7-f5 12. Nd2-b3 Qd8-d7 13. Nb3-d4 Nc6xd4 14. Nf3xd4 c7-c5 15. Nd4xe6 Qd7xe6

One of the standard positions in this complicated opening system has been reached. Both experts' assessment and the results of tournament games are suggestive of a small advantage for White, as the Black Knight cannot be retained on its central post at e4.

16. f2-f3 Ne4-g5 17. Bc1xg5 Be7xg5 18. f3-f4 Bg5-d8 (the Bishop can also be withdrawn to e7, as has occurred in master play) (No. 14)

Which plan should White choose in further play? Of course, he should activate his light-squared Bishop either by putting pressure on the Black pawn on d5 or by preparing the undermining g2-g4. An instructive example of how one should play with the White pieces in this position is furnished by the well-known game between Oscar Chajes and Siegbert Tarrasch at the International Tournament at Karlsbad in 1923, which went as follows: 19. Qf3 Bb6 20. Rad1 Rad8 21. Kh1 Rd7 22. h3 c4 23. g4 g6 24. gf gf. 25. Rd2, with the initia-

tive for White. Kasparov chooses a different plan.

19. Kg1-h1 Bd8-b6 20. a2-a4 c5-c4 21. a4xb5 a6-a5 (this cannot be justified; he should have played 21. ... ab) **22. Qd1-f3 Ra8-c8 23. b2-b3 Rc8-c5 24. b3xc4 d5xc4 25. Rf1-d1** (why should he return a pawn in such haste?) **25. ... Rc5xb5 26. Rd1-d6** (26. Ba4 would also be very strong) **26. ... Qe6-e7 27. Qf3-c6 Rb5-b2 28. Bc2xf5?**

When one is thirteen years old, one is apt to see everything through rose-coloured spectacles. What are all these fireworks for? Garri should simply have captured the c4-pawn with both a material and a positional advantage for him.

28. ... Rf8xf5 29. Rd6-e6 (No. 15)

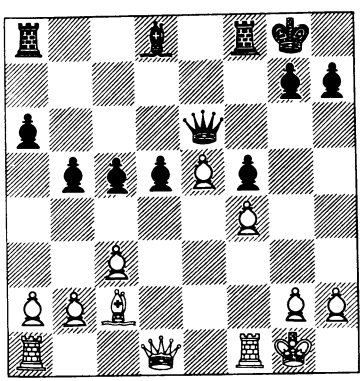
29. ... Qe7-a3!

An unpleasant surprise. Obviously, Garri underestimated this counterblow.

30. Ra1-d1 (he should have tried 30. Re8+ Rf8 31. Qxc4+) **30. ... Rf5xf4 31. Re6-f6** (a desperate attempt to muddle the issue or, if the worst comes to the worst, at least to frighten his opponent) **31. ... g7xf6 32. Qc6-e6+ Kg8-f8 33. Qe6-c8+ Kf8-g7 34. e5xf6+ Rf4xf6 35. Qc8-g4+ Kg7-h8** White resigns.

A regrettable loss. But a chess-player who would try to forget such a defeat as a bad dream would be in the wrong. A loss of this kind may teach you a lot if you take the trouble to analyse it carefully. The wise man of chess, second World Champion Emanuel Lasker justly remarked: "No mortal man can be absolutely invincible. After all, some or other advantage of a chess-player is but approaching an ideal. Everyone has some weakness mostly resulting from a lack of courage or, otherwise, from an excess of it, or, lastly, from incorrect calculations."

14



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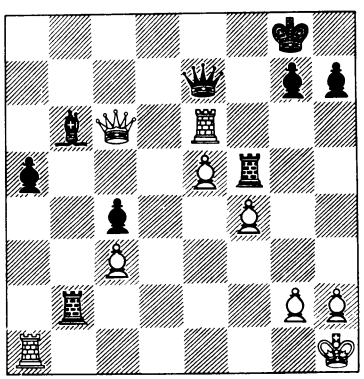

THE ROAD TO MASTERY

A master! The famous dictionary of the Russian language published by Vladimir Dal more than a hundred years ago defines this word as follows: a person who is especially knowledgeable, skilful in his profession, recognised as such, entitled to be so called.

Much should be done to become a true Master. And it is not just a matter of a formal claim to the title, once the claimant has gained the necessary points, thus reaching the norm established by the computer on the basis of the rating system proposed by the American Professor Arpad Elo.

To be a Master is to understand deeply the essence of the laws of strategy and tactics, to have studied the classics of chess, to be aware of the psychological aspects of over-the-board struggle. To achieve this, one should be exactingly self-critical, should not be intoxicated with success, and should not overestimate one's success. Achieving mastery requires hard work even from a talented player; indeed, it is his industry and zeal that mark a future Master. As a boy, Garri Kasparov dreamed that he would become a real Master of chess one day and it is to this goal that Mikhail Botvinnik was guiding him.

"This is all true and ... a well-known fact," the reader may comment, "but couldn't you be more particular when discussing the methods of improving one's play, when explaining how a player can mature to become a Master?"

To answer these questions to some extent, I think it worthwhile to turn to a small and almost forgotten book which is just called *How a Chess-Player Matures*. The book was published as far back as 1926 and failed to attract attention; it is now a rarity. The author of this unfortunately unnoticed work, the Mexican Grandmaster Carlos Torre, gave a simple and surprisingly ingenuous account of his progress in chess.

Much of what he related in his book is of importance today, and young players will considerably benefit from reading Torre's story. Of great interest, for example, are the following thoughts.

"Neither the acquisition of some skill or other, necessary for a game to be successfully opened, nor the assimilation of certain rules that should assist in a successful continuation and termination of the game, can be called progress in the evolution of a chess talent...

"It is, of course, quite important that a player should very strongly play openings or the endgame, that one of the players can brilliantly exploit the slightest errors made by the other, while he, in his turn, is capable of getting to the bottom of most complicated combinations.

"These are all very valuable individual qualities, but no more. We, however, should strive to play the whole game, from the beginning to

the end steadily—equally well and equally strongly. There should not be isolated devices of play for us, to be fitted to one another, as required. The game should be conceived by us as a harmonic whole, a unity stable in all its parts."

During his first tournaments Kasparov had, of course, to go a long way to such a harmonic, even game. In a sharp, combinational game, he did not feel at home when having to defend, he could not yet feel the crisis in time, he still lacked steadiness, strategic reliability, psychological stability.

He was, however, quick to outgrow these inevitable failings of his creative development. Here is what the *Shakhmaty v SSSR* magazine wrote about the outcome of the Soviet Junior Chess Championship held in Tbilisi early in 1976: "Only one participant managed to go through the competition undefeated. The 13-year-old Master Candidate Garri Kasparov has demonstrated the striking originality of his assessments. His play is interesting and aggressive, his creative growth is more and more noticeable from tournament to tournament.

"Admittedly, Garri's play is not devoid of certain shortcomings, but the young player from Baku is self-critical, and this is a guarantee of his future success. Thus, he should be able to avoid what sometimes happens, when the early successes of the young and the excessively enthusiastic estimates of adults only hamper the further development of young talent."

In the above-mentioned competition Garri for the first time became the Soviet Junior Champion. Several examples of his performance in the tournament are given below.

Game 9
Sicilian Defence
Yurtaev — **Kasparov**

1. e2-e4 c7-c5 2. c2-c3 Ng8-f6 3. e4-e5 Nf6-d5 4. d2-d4 c5xd4 5. Bf1-c4 Qd8-c7 Also playable is 5. ... Nb6 6. Bb3 d6 (after 6. ... dxc 7. Nxc3, Black would be dangerously behind in development) 7. cxd dxe 8. Qh5 e6 9. dxe Nc6, or 6. ... d5 7. cxd Bf5, and in both cases Black's game is satisfactory.

6. Qd1-e2 Nd5-b6 7. Bc4-b3

The Bishop can also retreat to d3: for instance, 7. Bd3 Nc6 8. Nf3 g6 9. 0-0 dxc 10. Nxc3 Bg7 11. Re1 0-0 12. Bg5 d5 13. exd Qxd6 14. Rad1 Qb4 15. Be3, with roughly equal chances (Miles-Sax, Bath, 1973).

7. ... d7-d6

A dubious continuation. As tournament practice has shown, after 7. ... d3 8. Qe4 Qc6 9. Qf4 d5 10. Nf3 Qg6 11. 0-0 Nc6, Black has nothing to fear.

8. e5xd6 Qc7xd6 9. Ng1-f3 Nb8-c6 10. 0-0 In the case of 10. cxd Nxd4 11. Nxd4 Qxd4 12. 0-0 e6 13. Rd1 Qf6 14. Be3, White also has a dangerous initiative.

10. ... d4-d3 11. Qe2-e3 Nc6-a5 12. Nb1-a3 a7-a6 13. Nf3-e5 Na5xb3 14. a2xb3 Bc8-f5 15. Na3-c4 Nb6xc4 16. Ne5xc4 Qd6-e6

The risky variation chosen by Kasparov in the opening has led to a situation in which he has to defend himself. Now by playing 17. Qf4, White could make Black's life difficult, for example, 17. ... Qe4 18. Qg3 Qg4 19. Qe5, or 17. ... g5!? 18. Qd4 (this is better than 18. Qxg5 Qg6) 18. ... Rg8 19. Bd2 Bg7 20. Qc5 Rc8 21. Qb4, etc.

17. Qe3-g3 Qe6-g6 (No. 16)

18. Bc1-f4?

Leading in development, one should not simplify. Kasparov's opponent disregards this classical law of chess. Both 18. Qf4 and 18. Qe5 would give White a very promising game.

18. ... Qg6xg3 19. h2xg3 Ra8-c8 20. Nc4-a5 b7-b5 21. b3-b4 f7-f6 22. Na5-b3 e7-e5 23. Bf4-e3 Rc8-c6 24. f2-f4 Bf5-e6 25. Nb3-c5 Bf8xc5 26. b4xc5 Be6-g4. Black has retained his extra pawn. True, its exploitation is not easy, but Kasparov displays a good technique. There follows:

27. f4xe5 f6xe5 28. Rf1-f2 h7-h6 29. Kg1-f1 Ke8-e7 30. Kf1-e1 Rc6-g6 31. Ke1-d2 Bg4-c8! 32. Kd2xd3 (or 30. Rf3 Rd8) **32. ... Rg6xg3 33. Ra1-e1 Bc8-b7 34. Kd3-c2 Rg3xg2 35. Rf2xg2 Bb7xg2 36. Be3-d4 Ke7-f7!** (Black's two connected passed pawns should decide the issue) **37. Re1xe5 Rh8-f8 38. Kc2-b3 a6-a5 39. c3-c4 Rf8-d8 40. Bd4-c3 b5-b4 41. Re5-f5+ Kf7-g6 42. Rf5-f2 Bg2-c6 43. Rf2-d2 Rd8xd2 44. Bc3xd2 Kg6-f5 45. Kb3-c2 h6-h5 46. Rd2-e1 Kf5-g4** White resigns.

In the game to follow, where Kasparov's opponent was the young, capable Master Candidate Rafael Gabdarakhmanov from Kazan, Kasparov experienced many an unpleasant minute.

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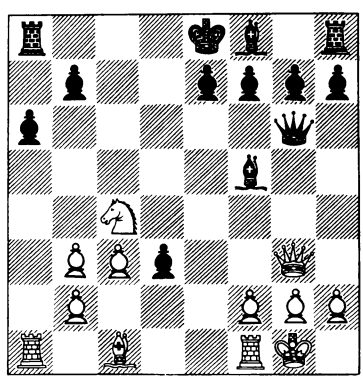

Game 10
King's Indian Defence
Gabdarakhmanov **Kasparov**

1. Ng1-f3 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 Bf8-g7 4. e2-e4 d7-d6 5. d2-d4 0-0 6. Bf1-e2 e7-e5 7. 0-0 Nb8-c6 8. d4-d5 Nc6-e7

Kasparov has adopted the well-known line, in which Black strives to assault the White King's shelter with his pawns, but it was not to come to that, and before long Kasparov himself had to take care of his K-side.

9. Nf3-e1

Many alternatives have been tasted here, e.g. 9. Nd2, 9. Bd2, 9. b4, all of them leading to a complicated game with about equal chances.

9. ... Nf6-d7 10. f2-f3 f7-f5 11. g2-g4 (11. Be3 would be answered by 11. ... f4 and then 12. ... g5) **11. ... h7-h5**

Here 11. ... f4 could be met with 12. h4; however, 11. ... Nf6 is the most reliable defence.

12. g4-g5 h5-h4 13. Ne1-d3 f5-f4 14. Kg1-h1 Kg8-f7 15. b2-b4

Here 15. c5! is stronger; and if 15. ... Nxc5, then 16. Nxc5 dxc 17. Qb3 Ke8 18. Rd1, and Black begins to experience difficulties.

15. ... Rf8-h8 16. c4-c5 Nd7-f8 17. Qd1-b3 Rh8-h5 18. Rf1-g1 Nf8-h7

It seems that the pawn on g5 must perish without any compensation for the loss. But the awkwardly posted Black pieces allow White to carry out a bold combination.

19. Nd3xf4 e5xf4 20. Bc1xf4 Ne7-g8 21. c5xd6 c7xd6 (No. 17).

22. Nc3-b5! Bg7xa1 23. Nb5xd6+ Kf7-f8 24. Rg1xa1 Nh7xg5 25. Bf4xg5 Rh5xg5

Kasparov's intuition has told him that it would be dangerous for him to continue 25. ... Qxd6 26. f4 Rxg5 27. fxg, where White could

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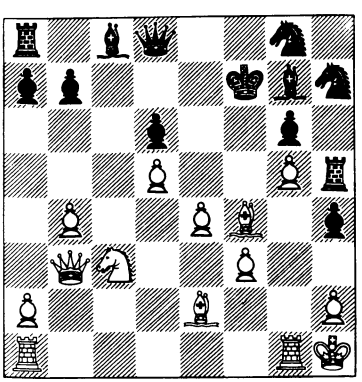

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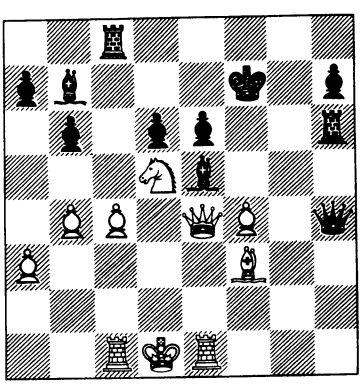

successfully use the f-file to attack the Black King.

26. f3-f4 Qd8xd6 27. f4xg5 Qd6-e5 28. Ra1-f1+ Kf8-g7 (now White's threats along the f-file are not so dangerous) **29. Qb3-f3 Qe5xg5 30. Qf3-f7+** (if 30. Qf8+ Kh8 31. Rf7, then 31. ... Qc1 32. Bf1 Qa1, intending the thrust 33. ... Bh3) **30. ... Kg7-h8 31. Qf7-c7** Game drawn. White has more than sufficient compensation for the lost piece and he could take time offering a draw.

It was a miracle ... and his opponent's severe time-trouble that enabled Kasparov to escape in his game with Zigurd Lanka. Having found himself under attack, Kasparov (playing White) lost his way and failed to find the best defence (No. 18).

38. Re1-h1? (from afar, Kasparov pinned his hopes on this move, but even 38. fxe Qxe4 39. Bxe4 exd would be better than this) **38. ... Qh4xf4!**

A very unpleasant retort. In the case of 39. Qxf4 Bxf4 40. Rxh6 Bxh6, White would suffer large losses.

39. Rh1xh6 Qf4xh6 40. Bf3-g4 e6xd5? (40. ... Bxd5 would win easily) **41. Qe4-f5+ Qh6-f6 42. Qf5xh7+ Qf6-g7 43. Qh7-f5+ Be5-f6 44. Qf5-d7+ Kf7-g8 45. Bg4-e6+ Kg8-h8 46. Qd7xg7+ Bf6xg7 47. Be6xc8 Bb7xc8 48. c4xd5 Bc8-g4+**

Black still retains the advantage, but the worst is far behind for Kasparov. What helps White out of his difficulties is that there are few pawns left, all on the same flank, while his Rook may operate on open lines.

49. Kd1-e1 Bg7-b2 50. Rc1-c2! Bb2xa3 51. Rc2-h2+ Kh8-g7 52. Rh2-g2 Ba3xb4+ 53. Ke1-f1 Kg7-f6 54. Rg2xg4 Bb4-c3 55. Rg4-e4 Kf6-f5 (55. ... Be5 would offer more chances) **56. Re4-e7 Bc3-e5 57. Re7xa7 Kf5-e4 58. Ra7-b7 Be5-d4 59. Kf1-e2 Ke4xd5 60. Ke2-d3** Game drawn.

Kasparov first appeared on the international scene in the same year, 1976, when he took part in the World Cadet Championship in Lille, France. He won five, lost two, and drew two games, tying for third-sixth places.

And again, as soon as the "territory of complications" was entered upon, the young Soviet player was able to give a high-class performance, as you can see, for example, in the following game.

Game 11
Sicilian Defence
Kasparov **Rodgers**

1. e2-e4 c7-c5 2. Ng1-f3 Nb8-c6 3. d2-d4 c5xd4 4. Nf3xd4 Ng8-f6 5. Nb1-c3 e7-e5 6. Nd4-b5 d7-d6 7. Bc1-g5 a7-a6 8. Nb5-a3 Bc8-e6 9. Na3-c4 Ra8-c8 10. Nc4-e3 (White's slow manoeuvring does not create any serious difficulties for Black, whereas 10. Nd5 would be more promising, for instance, 10. ... Bxd5 11. Bxf6 gxf

12. exd, with a sharp game) **10. ... Bf8-e7 11. Bg5xf6 Be7xf6 12. Bf1-c4** (12. Ncd5 would be met by 12. ... Bg5) **12. ... 0-0** (12. ... Bg5 is also quite playable, and if 13. Bxe6 fxe 14. Qg4, then 14. ... Nd4) **13. Bc4-b3 Nc6-d4 14. 0-0 Bf6-g5 15. Nc3-d5 Nd4xb3 16. a2xb3 g7-g6 17. Kg1-h1 Bg5-h6 18. Qd1-d3 f7-f5 19. e4xf5 g6xf5 20. f2-f4**

The game has suddenly become very sharp. White has firm control of his central outpost at d5, while Black strives to organise a concerted action of his heavy pieces against White's K-side.

20. ... Kg8-h8 (after 20. ... e4, Black's attacking chances would disappear, leaving him in a position that holds little promise) **21. Ra1-d1 Qd8-h4 22. Qd3-e2! e5xf4** (this is premature, he should have played 22. ... Rf7) **23. Ne3-c4! Be6-f7 24. Qe2-d3 Bf7-h5** (after 24. ... Rcd8 25. Nxf4, White would also have the advantage)

Now tactics come into their own (No. 19).

25. Nc4xd6 Bh5xd1 26. Nd6xc8 Bd1-h5 27. Nc8-e7 f4-f3 28. g2xf3 Qh4-h3 29. Nd5-f4! (taking away all illusions Black may have had) **29. ... Qh3-h4** (or 29. ... Bxf4 30. Qd4+) **30. Qd3-d4+ Qh4-f6** (if 30. ... Bg7, then 31. Nfg6+) **31. Qd4xf6+ Rf8xf6 32. Nf4xh5 Rf6-f7 33. Ne7-d5 f5-f4 34. Rf1-e1** Black resigns.

In his game with the Turkish player Sendur, Kasparov (playing White) neatly exploited his opponent's errors in the opening (No. 20).

Black hopes that, after capturing the White Knight on c7, he will weather White's onslaught. However, unexpectedly there followed:

17. f4-f5! Bb6xc7 18. f5xg6 f7xg6 19. Bc1-h6! (that is the point: now the Black King is in a mating net) **19. ... Bc7-e5 20. Ra1-d1 Rd8xd1+ 21. Rf1xd1 Be5-d6 22. Rd1-f1** Black resigns.

In some encounters of the 1976 World Cadet Championship, Kasparov, as before, overestimated his chances and also strived to

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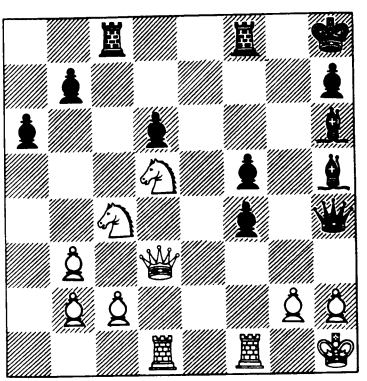

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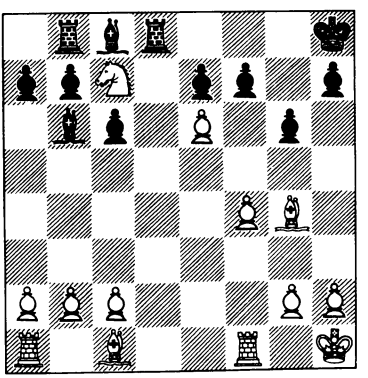


solve his problems by resorting to combinations. Youth is enthusiastic, but the truth of chess is that, as the first official World Champion Wilhelm Steinitz pointed out, "an attack has chances to succeed only when the opponent's position has already been weakened". In short, the youthful player and his trainers had much to think about.

The year of 1977 had new trials in store for Kasparov, who again had to prove himself. It was marked by his second, convincing victory in the Soviet Junior Championship in Riga. He gained 8.5 points out of 9, an excellent result! The future Grandmaster Alexander Chernin from Kharkov, who came in second with 6.5 points, and Artur Yusupov from Moscow, placed third with 6 points, were far behind.

Here is one of the games won by Kasparov.

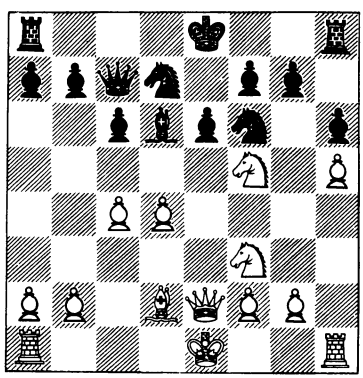
Game 12
Caro-Kann Defence
Lanka Kasparov

1. e2-e4 c7-c6 2. d2-d4 d7-d5 3. Nb1-c3 d5xe4 4. Nc3xe4 Bc8-f5 5. Ne4-g3 Bf5-g6 6. h2-h4 h7-h6 7. Ng1-f3 Nb8-d7 8. h4-h5 Bg6-h7 9. Bf1-d3 Bh7xd3 10. Qd1xd3 e7-e6 11. Bc1-d2 Ng8-f6 12. Qd3-e2 Qd8-c7 13. c2-c4 Bf8-d6 14. Ng3-f5 (No. 21)

This position can be seen in any book on the theory of openings. After both 14. ... 0-0-0 15. Nxd6+ Qxd6 16. Ba5 Rde8 17. Ne5 Qe7 18. Bc3 (Karpov-Pomar, 1977), and 14. ... Bf4 15. Bxf4 Qxf4 16. Ne3, White's chances are considered to be higher.

Although the opening in this encounter has been chosen under the influence of Botvinnik's games (the former World Champion often adopted the Caro-Kann Defence with success), Kasparov shows his enviable independence of judgement, making the move that theoreticians consider to be very dubious.

21



14. ... 0-0!?

At this point, it seems worthwhile again to recall one of Carlos Torre's remarks: "Our attitude to books on chess should be one of respect, but also of caution. Caution in the sense that we should not succumb to the hypnotism of their extremely rich material. We should draw a clear line between mechanical memory and creative imagination, otherwise the material will possess us, rather than we the material... Acquainting ourselves with the great masters' manner of playing, we cannot and should not simply imitate their methods blindly and instinctively. We cannot do this, because we shall never be able to experience, in each particular case, that psychic process which gave rise to one or other style of conducting the game; we should not do this, because chess will then turn into a tiresome and useless exploitation of our memory."

I can very definitely state that even at the beginning of his chess career Kasparov had a very rich creative imagination, and did not imitate anything blindly.

15. Nf5xd6 Qc7xd6 16. Rh1-h4?

White plays too cautiously: 16. 0-0-0 is in the spirit of the position. An alternative is 16. Bc3 b5 17. cxb cxb 18. Qxb5 Nd5, which led to great complications in the Belyavsky-Baghirov game (1977). Yet another line deserves much attention: 16. Rg1!? b5 17. g4 bxc 18. g5 hxg 19. h6 (Mikhalchishin-Baghirov, Kirovakan, 1978). White intends to board the enemy's ship, and Black is faced with the task of a difficult defence. At any rate, these tactics could have succeeded when playing Kasparov at that time.

16. ... b7-b5 17. Ke1-f1 b5xc4 18. Qe2xc4 Qd6-d5 19. Qc4-e2 Qd5-b5

Even the remote danger of an approaching attack makes Kasparov uneasy, so he is in a hurry to trade the Queens. But 19. ... Rfb8 20. b3 a5 (or 20. Bf4 Rb4) would be more logical.

20. b2-b3?

In the event of 20. Qxb5 cxb 21. Ke2 Rfc8 22. Kd3, the game would equalize, with the urgent necessity of withdrawing the Rook from h4.

20. ... a7-a5 21. Nf3-e5 a5-a4 22. Rh4-h3 Rf8-d8 23. Qe2xb5 c6xb5 24. Ne5-c6 Rd8-e8 25. b3xa4 b5xa4 26. Ra1-c1 Nd7-b6 27. Nc6-e5

The White Knight was rather well posted on c6; at any rate, there was no need to hurry with its transfer to another square. 27. Ke2 would be preferable.

27. ... Re8-c8 28. Rc1-b1 Nf6-e4 29. Bd2-e1 Nb6-d5 30. Rb1-b7 Ne4-d6 31. Rb7-b2 (not, of course, 31. Rd7? Ra6, when the White Rook would have no escape from d7)

31. ... Ra8-b8 32. Rb2xb8 Rc8xb8 33. Ne5-d7 (a sturdier defence would be 33. Ra3 Ra8 34. Bd2, although after 34. ... Nb5 Black would still have the advantage)

33. ... Rb8-b1 34. Rh3-a3 Nd6-c4! 35. Ra3-d3 (after 35. Rxa4

Nd2+ 36. Ke2 Nc3+ White loses the Exchange) **35. ... Rb1-a1** (35. ... Nf4 would also decide the issue) **36. g2-g3 Ra1xa2 37. Nd7-c5 a4-a3** White resigns.

Kasparov played both consistently and accurately—a real master's game!

As usual, in a position holding combinational resources, Kasparov was confident and ingenious.

This position (No. 22) arose in the game between Kasparov and Edwin Kenghis (Black). Here Kasparov played **15. c5xd6 Bg7xb2** (Black is being greedy, instead he should have played 15. ... Nxf4) **16. Bf4-h6! Rf8-e8 17. d6-d7! Qd8xd7 18. Na3-c4 Bb2xa1** (Black fails to understand that the position is very dangerous for him: he should have continued 18. ... Bg7) **19. Qd1xa1 e7-e5** (if 19. ... f6, then 20. e4 is very strong) **20. Nc4xe5 Qd7-e6 21. Ne5-g4 f7-f6 22. Be2-c4 Re8-f8 23. e3-e4.** Black resigns, for if 23. ... Qxe4, then 24. Nxf6+ Rxf6 25. Qxf6, etc.

In the next game (No. 23), against Yevgeny Pigusov (Black), Kasparov's attack was carried out in classical style.

There followed: **30. Rf1-f6! Ne6-g5 31. Rg4xg5! h6xg5 32. Qe3xg5 Kh8-g8** (or 32. ... gxf 33. Qh6+ Kg8 34. Qh7+, and 35. Qh8 mate; and 32. ... g6 33. Qh6+ Kg8 34. Bxg6, etc. is just as bad for Black) **33. Qg5-h4 Qe7-a3 34. Rf6-f3 g7-g6 35. Bd3xg6 Qa3xf3 36. Qh4-h7+ Kg8-f8 37. g2xf3.** Black resigns.

In 1973 Kasparov first played against the Ukrainian Master Candidate (now Master) Leonid Zaid. The ten-year-old Garri was then a first-category player. His adversary was five years older and much more experienced. Zaid did not allow his younger opponent to show his worth, but positionally gripped him in a vice and then finished him off in the endgame.

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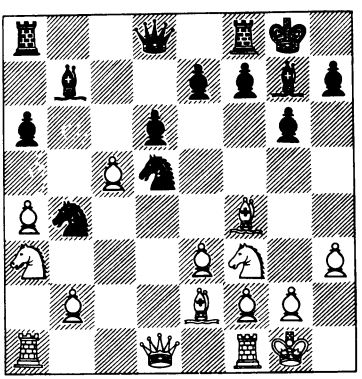

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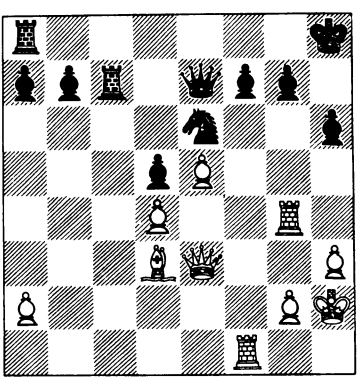

Their next encounter at a competition of young chess-players followed approximately the same scenario.

Game 13
Modern Benoni

Zaid — **Kasparov**

1. d2-d4 Ng8-f6 2. c2-c4 c7-c5 3. d4-d5 e7-e6 4. Nb1-c3 e6xd5 5. c4xd5 d7-d6 6. Ng1-f3 g7-g6 7. e2-e4 Bf8-g7 8. Bf1-e2 0-0 9. 0-0 a7-a6 10. a2-a4 Bc8-g4 11. Bc1-f4 Nf6-h5

Kasparov is in a hurry to bring about complications and, accordingly, begins a flank diversion instead of the dependable 11. ... Re8 tested in many tournament games.

12. Bf4-g5 Qd8-b6 13. Qd1-d2 Nb8-d7 14. a4-a5 Qb6-c7 15. h2-h3 Bg4xf3 16. Be2xf3 Nh5-f6 17. Qd2-f4! (No. 24)

Black has lost time in carrying out relatively inefficient tactical thrusts and, as a result, White has a clear positional advantage.

17. ... b7-b5 18. a5xb6 Qc7xb6 19. Ra1-a2 Rf8-b8 20. Rf1-a1 Nf6-e8 21. Bf3-e2 Nd7-e5

Here 21. ... f6 22. Bh4 g5 is tempting, but weak, because of 23. f5.

22. Qf4-d2 Ne8-c7 23. f2-f4 Ne5-d7 24. e4-e5!

Here is what Black's pin-prick tactics has led to: White has refuted Black's strategy in the opening.

24. ... d6xe5 25. d5-d6 Nc7-e6 26. Nc3-d5! Qb6-b3 27. Be2-d1 Qb3-c4 28. Ra2-a4 Qc4-b5 29. Nd5-c7 Ne6xc7 30. d6xc7 Rb8-e8 31. Ra4-a5

Of course, White can choose: here, for example, 31. Bf3 e4 32. Bxe4 Rxe4 33. Rxe4 Qc6 34. Rxa6! Qxa6 35. Qxd7, etc. would also be good for him.

31. ... Qb5-c6 32. Bd1-a4 Qc6xc7 33. Ba4xd7 Ra8-d8 34. Bg5xd8 Re8xd8

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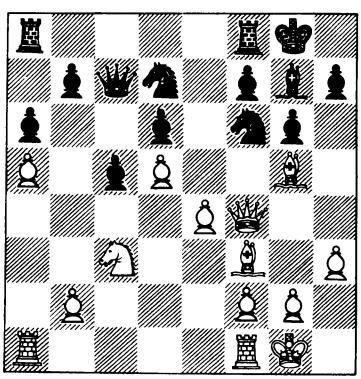

Kasparov resourcefully defends himself in a difficult position. At this juncture, 34. Rd1 e4 35. Ra4 Bd4+ 36. Rxd4 cxd 37. Qxd4 e3 38. Qxe3 seems to be the simplest way to victory, but even then White would have to play very accurately to press home his advantage.

35. Ra5xa6 Rd8xd7 36. Ra6-a8+ Bg7-f8 37. Qd2-e3 e5xf4 38. Qe3-e8 Qc7-d6 39. Ra1-a6 Qd6-e7 40. Qe8xe7 Rd7xe7 41. Ra6-c6 f7-f5 (the Bishop on f8 cannot be freed in any other way) **42. Rc6-c8 Re7-f7 43. Rc8xc5 Kg8-g7**

Here the game was adjourned. When it was resumed, White had to do much work to break down the stout resistance of his resourseful rival.

44. Rc5-c2 Rf7-b7 45. Kg1-f1 Bf8-e7 46. Ra8-c8 Be7-d6 (Black must not allow the exchange of the Rooks) **47. Rc2-e2 Kg7-h6 48. Rc8-c6 Bd6-f8 49. Rc6-c4 Kh6-g5 50. Re2-e8 Bf8-d6 51. Re8-d8 Bd6-e7 52. Rd8-d2 Be7-f8 53. Rc4-d4 h7-h5 54. Rd4-c4 Rb7-b6 55. Rd2-f2 Bf8-d6 56. Rf2-c2 Rb6-b7 57. Rc2-e2 Rb7-b3 58. Rc4-c3 Rb3-b5 59. Rc3-c6 Bd6-e5** (if 59. ... Rd5, then 60. Re6) **60. b2-b4** (at long last White has managed to push forward his b-pawn, but this is only a half-step on the road to victory) **60. ... Be5-d4 61. Rc6-c4 Bd4-a7 62. Re2-e6 Rb5-d5 63. h3-h4+! Kg5xh4 64. Re6xg6 Ba7-e3 65. g2-g3+ Kh4-h3 66. g3xf4 Rd5-d3 67. Kf1-e2 Rd3-b3 68. Rg6-g5 h5-h4 69. Rg5xf5 Be3-b6 70. Rf5-f6 Bb6-a7 71. f4-f5 Rb3-e3+ 72. Ke2-d2 Re3-e5 73. Rf6-d6 Ba7-f2** (or 73. ... Rxf5 74. Bd3+, capturing Black's last hope, the pawn on h4) **74. Rd6-d3+ Bf2-g3 75. Rc4-c5 Re5-e4 76. b4-b5 Kh3-g2 77. Rc5-c2! Re4-e5 78. b5-b6 Re5xf5 79. Kd2-e3+ Bg3-f2+ 80. Ke3-e4 Rf5-f7 81. Rc2-c7 Rf7-f6 82. b6-b7 Rf6-b6 83. Rd3-d2 Kg2-g1 84. Rc7-c1+ Kg1-g2 85. Rc1-c2**

It is all over. Kasparov has defended himself desperately, but White's advantage was too much for him.

From this encounter, the young player from Baku has learnt two important lessons. First, hussar-style attacks in the openings will lead to no good. Second, one should fight to the end, for, as they say, everyone can play well in a good position, but one must also play well in a bad position.

85. ... Rb6xb7 86. Rd2xf2+ Kg2-g3 87. Rf2-f8 Black resigns.

Yes, one should fight to the end. Here is what happened in a game between Kasparov and the Byelorussian Master Candidate Pyotr Korzubov. Having made the typical Sicilian sacrifice of the Exchange on c3, Kasparov started interesting complications (No. 25).

16. ... Be7-h4?

Haste is contra-indicated in such positions. Perhaps it was this game that taught Kasparov the lesson that "the birthright of initiative" should not be sold for a mess of pottage. He should have played 16. ... Nc5.

17. Qg3xd6 e6xf5 18. Re1-d1 Qd8-e8 19. Be3-f4 Bh4-e7 20. Qd6xa6 Nd7-c5 21. Qa6xb5 Qe8-a8 22. Rd1-d2 Qa8xa3 23. Nd4-b3 Nc5-e6 24. Bf4-e3 (Black has insufficient compensation for the sacrificed Exchange) **24. ... g7-g6 25. Qb5-e5 Rf8-c8 26. Rd2-d7 Be7-d8** (to

26. ... Bxc2, White would reply 27. Bd4! Nxd4 28. Nxd4, while after 26. ... Bf8, 27. Qf6 is very strong) **27. Nb3-c5! Bd8-g5 28. Nc5xe6** (28. Bd4 Nxd4 29. Nxe4 would be even simpler) **28. ... Bg5xe3+ 29. Kg1-h1 Be3-h6 30. Qe5-f6** (Black's position is desperate, but Kasparov does not lose heart) **30. ... Rc8-f8 31. Ne6xf8 Qa3-a2 32. Qf6-e7**

White has an overwhelming material advantage and, being in a pleasant state of expecting his rival's resignment, he starts beating about the bush. He could win outright by 32. Nxh7 Bg7 33. Qxf7+ Qxf7 34. Rxf7 Kxf7 35. Ng5+ followed by 36. Nxe4 and 37. Re1.

32. ... Qa2-c4 33. Rf1-d1 Bh6-e3

Kasparov does his best, now 34. ... Bxg2+ is threatening. Even now White should have continued 34. Qxf7+, with big winning chances, but he is careless, and makes a gross blunder...

34. Qe7-h4? Be4xg2+ 35. Kh1xg2 Qc4xh4, and in a few moves White resigns.

The only game which could satisfy Garri in that competition was his encounter with Yurtaev, in which he spectacularly refuted his opponent's opening strategy (No. 26).

There followed: **19. e4-e5! b5xa4** (on 19. ... de, 20. f5! is very strong) **20. e5-e6! Nd7-b6 21. f4-f5 f7xe6 22. f5xg6 h7xg6 23. Bd3xg6 Ne8-f6 24. Be3-g5 Nb6xd5 25. Nc3xd5 e6xd5 26. Ng3-h5** (all White pieces are falling upon the Black King) **26. ... Bc8-g4 27. Nh5xf6 Rf8xf6 28. Qe2xg4 Rf6xg6 29. Qg4-h5 Rg6xg5 30. Qh5xg5** Black resigns.

So far as the sporting side is concerned, the year of 1977 ended relatively unsuccessfully for Kasparov who came in third, with 6 victories, 2 losses and 3 draws, in the World Cadet Championship at Ganvier-sur-Mère—hardly an outstanding result.

Yet it was exactly this year, 1977, that so greatly affected Kasparov's entire biography, his creative development. Sometimes stumbling

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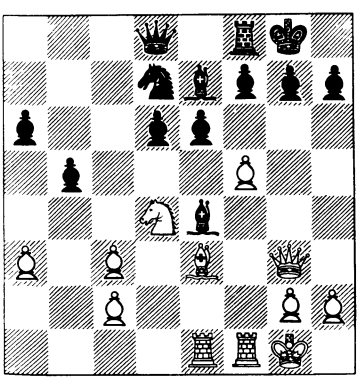

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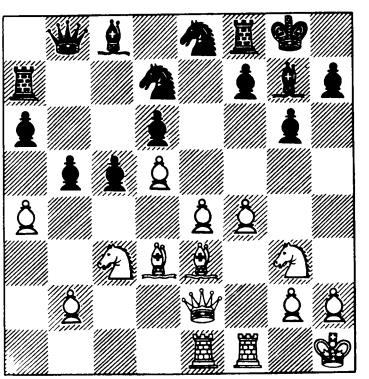

and losing his way in the maze of tournament battles, he persistently went on along the hard road to mastery. We have seen what trials the young player had to go through, how his style was forming, his character tempered in the fire of competitive chess.

The next two games were played by Kasparov in his second international event. As has already been mentioned above, early in his career Kasparov included the King's Indian Defence in his opening repertoire. He did not adopt it from fashion, far from it. The young player assimilated the spirit of this opening and deeply assessed its hidden resources. And the King's Indian has almost never let him down.

Game 14
King's Indian Defence
Sendur **Kasparov**

1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 Bf8-g7 4. Ng1-f3 0-0 5. e2-e3 (this quiet method of development is, of course, quite dependable, but Black has no serious problems either) **5. ... c7-c5 6. Bf1-e2 c5xd4 7. e3xd4 d7-d5 8. c4-c5** (he should have continued 8. cd Nxd5 9. 0-0 in the spirit of one of the variations of the Gruenfeld Defence) **8. ... b7-b6 9. c5xb6** (to 9. b4 Black could reply 9. ... a5, also intending to invade the e4-square with his Knight) **9. ... Qd8xb6 10. 0-0 Bc8-g4 11. Nc3-a4?**

A highly dubious flank manoeuvre, leading to a considerable loss of time. The simple 11. Be3 would be much stronger, because the pawn on b2 is immune, e.g., 11. ... Qxb2? 12. Nb5 Bxf3 13. gf with the threat of 14. Nc7 or 14. Rb1.

11. ... Qb6-d6 12. b2-b3 Nb8-c6 13. Bc1-b2 Nf6-e4 14. Rf1-e1 Qd6-f4 (White's plan has only resulted in Black's activity) **15. Ra1-c1 Ra8-c8 16. Na4-c5**

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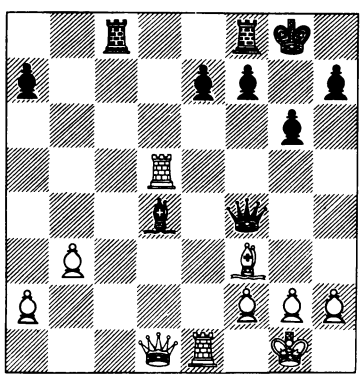


In the event of 16. h3, aiming at finding out Black's intentions, Black has at his disposal the tactical blow 16. ... Bxf3 17. Bxf3 Nxd4!, and if 18. Bxe4, then 18. ... de 19. Rxc8 Rxc8 20. Bxd4 Rd8, when White is much in need of advice about what to do next.

16. ... Ne4xc5 17. Rc1xc5 Bg4xf3 18. Re2xf3 Nc6xd4 19. Bb2xd4 Bg7xd4 20. Rc5xd5 (No. 27)

You can see the bitter fruit of White's incorrect strategy. Although White has managed to keep the material balance, Black's positional advantage is beyond doubt. Kasparov holds control over the open c-file, his "Indian" Bishop has come into play, aiming in all directions.

20. ... e7-e5 21. g2-g3 Qf4-f6 22. Kg1-g2 Rc8-c3 23. Re1-f1 Rf8-c8 (23. ... Rd8 would be more precise: the advance of the Black pawns on the K-side should have proved the old truth that it is the attacker who gains by the presence of opposite-coloured Bishops on the board).

24. Bf3-e4 Rc8-d8 25. f2-f4?

White is impatient, but it is hard for him to wait. After 25. Rxd8 Qxd8, Black's threat is f7-f5. Still, White should have armed himself with patience and continued 26. Qe2.

25. ... Rd8xd5 26. Be4xd5 Qf6-f5! 27. Rf1-e1 (White hopes to counterplay along the f-file, but after 27. fe Rc2+ 28. Kh1 he would have been lost because of the spectacular tactical blow 28. ... Qh3!)

27. ... Rc3-d3! 28. Qd1-e2 Rd3-e3 29. Qe2-f1 e5xf4 30. Re1xe3 Bd4xe3 31. Bd5-f3 h7-h5 32. Qf1-d1 Be3-b6 33. b3-b4 f4xg3 34. h2xg3 Bb6-c7 35. Bf3-d5 Kg8-g7 36. Qd1-f3 (White's only chance is to head for an ending with Bishops of opposite colours, but even this would not save him, because Black will be able to set up a pair of connected passed pawns) **36. ... Qf5xf3+ 37. Kg2xf3 f7-f5 38. Bd5-e6 Kg7-f6 39. Be6-d7 g6-g5 40. Kf3-g2 g5-g4 41. Bd7-e8 Kf6-g5** White resigns.

Game 15
Sicilian Defence
Arnason **Kasparov**

1. e2-e4 c7-c5 2. Ng1-f3 e7-e6 3. d2-d4 c5xd4 4. Nf3xd4 Ng8-f6 5. Nb1-c3 d7-d6 6. Bf1-e2 a7-a6

Here is how this move is commented upon by Kasparov and his coach Alexander Nikitin in their monograph *The Sicilian Defence* published in 1984:

"In the classical Scheveningen, this move, which secures a comfortable post for the Black Queen on c7 and prepares for a counter-attack with pawns on the Q-side (b7-b5, etc.), is considered to be necessary and is made according to the principle: 'the sooner the better'.

"However, both theoretical investigations and practice have led to the revaluation of a7-a6 which, while still considered to be a useful move, is no longer thought compulsory (at an early stage). There has

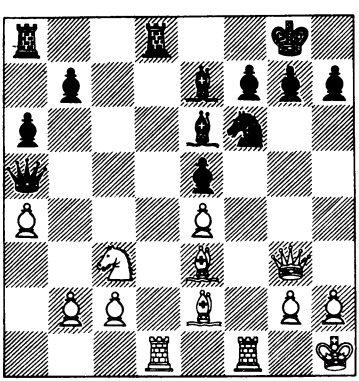
appeared the so-called modern handling of the Scheveningen Variation, where Black is able to do very well without this preventive move. For a short while, the modern treatment relegated the old line to the background but, alas, there is nothing perfect in the world, so nowadays both the classical and modern approaches are believed to be of equal value and equally promising."

7. a2-a4 (this is too straightforward and hardly promising: in this way, White can prevent b7-b5, but then the b4-square is weakened; the usual move here is 7. 0-0) **7. ... Nb8-c6 8. Bc1-e3 Bf8-e7 9. 0-0 0-0 10. f2-f4 Qd8-c7 11. Kg1-h1 Rf8-d8** (11. ... Bd7, not yet determining the post for the Rook, would be more flexible) **12. Qd1-e1** (perhaps Kasparov was tempted by the tactical idea 12. Bf3 Ne5, but White does not want to meet him half-way) **12. ... Nc6xd4 13. Be3xd4 e6-e5 14. f4xe5 d6xe5 15. Bd4-e3 Bc8-e6 16. Qe1-g3 Qc7-a5 17. Ra1-d1?** (No. 28)

White just makes natural moves, not understanding the peculiarity of the position. Instead, he should have avoided simplifications, striving to launch active operations on the K-side. Both 17. Bg5 and 17. Bh6 would answer this purpose. The d-file could always be blocked by posting his Bishop on d3. This, incidentally, would give extra protection for the vitally important pawn on e4.

17. ... Rd8xd1 18. Rf1xd1 Ra8-d8! 19. Rd1xd8+ Be7xd8 20. Be3-h6 (as it is, all White's threats can easily be warded off, while the weakness of his Q-side becomes a real factor in the battle) **20. ... g7-g6 21. h2-h3 Bd8-b6 22. Bh6-e3 Bh6-d4 23. Qg3-f2 Bd4xe3** (not, of course, 23. ... Bxc3? 24. Qxf6, threatening 25. Bh6 and the worst is far behind for White) **24. Qf2xe3 Qa5-b4 25. b2-b3 Qb4-d4!** (by playing very precisely Kasparov has gained an overwhelming advantage. White will inevitably suffer material losses before long) **26. Qe3-d3 Kg8-g7 27. Be2-f1 Nf6-h5!** (No. 29)

28



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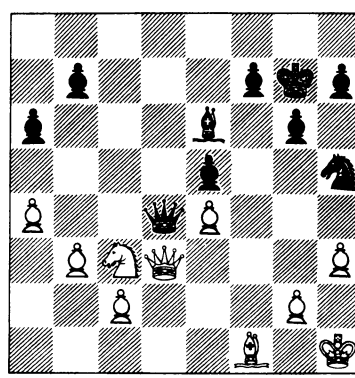

Excellently played! Black skillfully co-ordinates his fighting units; now if 28. Qxd4, then 28. ... Ng3+ 29. Kg1 ed 30. Ne2 Nxe2 31. Bxe2 Kf6, and the Bishop-and-Pawn ending is hopeless for White.

28. Qd3-f3 Qd4-d2 29. Qf3-d3 Qd2-f2 30. Kh1-h2 Nh5-f4 31. Qd3-f3 Qf2xc2 (the time to be reaping has come) **32. Nc3-d5 Be6xd5 33. e4xd5 Qc2-d2 34. Rf1-c4 f7-f5 35. Qf3-g3 h7-h6** (this simple move is especially worth noting: although other moves also lead to victory, the young player from Baku is demonstrating that he has already assimilated the important law of exploiting one's advantage—one should mount pressure on the opponent's position without haste) **36. d5-d6** (his desperation is quite understandable) **36. ... Qd2xd6 37. Qg3-c3 Nf4-h5 38. Bc4-e2 Nh5-f6 39. Qc3-c8 e5-e4+ 40. Kh2-h1 Qd6-e7** White resigns.

In accordance with his motto "complications are my territory", Kasparov has always paid much attention to the dynamic Sicilian Defence. I should again stress that his interest in this opening did not arise due to fashion, but was merely a natural (perhaps, at first, not quite realised by Kasparov himself) wish to fight on his own ground.

This chapter is concluded by yet another game played in the Soviet Junior Championship of 1977.

Game 16
Sicilian Defence
Einoris **Kasparov**

1. e2-e4 c7-c5 2. Ng1-f3 Nb8-c6. 3. d2-d4 c5xd4 4. Nf3xd4 Ng8-f6 5. Nb1-c3 d7-d6 6. Bf1-e2 e7-e5

The system was invented by the Soviet Grandmaster Isaak Boleslavsky and named after him Although Black has a backward pawn on d6, he will be able to counterplay with his pieces.

7. Nd4-b3 (Black has a good game also after 7. Nxc6 bc 8. Qd3 Be7 9. 0-0 0-0 10. Rd1 Qd7 11. Bg5 Rd8: putting pressure on the d6-pawn in such a straightforward manner can, as practice has shown, hardly be effective) **7. ... Bf8-e7 8. 0-0 0-0 9. f2-f4 a7-a5**

He can also play 9. ... ef, but then 10. Bxf4 Be6 (or 10. ... Ne5 11. Nd4 Bd7 12. Kh1) 11. Kh1 d5 12. e5 Ne4 13. Bd3 f5 14. ef Nxf6 15. Qe1 Qd7 16. Na4 compels Black to defend himself for a long time in a rather difficult position.

10. a2-a4 (to 10. Be3, Black would reply 10. ... a4, driving the Knight back to c1 or d2) **10. ... Nc6-b4 11. Be2-f3 Bc8-d7!?**

This move is perhaps not the best, but then it is the young player's "own invention". The theoretical line 11. ... Be6 12. Kh1 (12. f5 is bad because of 12. ... Bc4 13. Re1 Nxc2!, or 12. Be3? ef 13. Bxf4 Nxc2! 14. Qxc2 Qb6+, capturing the Knight on b3) 12. ... Rc8 13. f5 Bc4 14. Re1 Nd7, although quite playable, has the disadvantage of

being quoted by all handbooks. And it has not been said in vain that it is the experiment which disagrees with theory that is especially important!

12. Kg1-h1 (but here 12. Be3 would have been playable) **12. ... Bd7-c6** (the point of the plan conceived by Kasparov: Black intensifies his control of the central squares) **13. Nc3-d5?** (as soon as White is away from the theoretical ground, he stumbles; 13. Re1 should have been played) **13. ... Bc6xd5 14. e4xd5 e5-e4 15. Bf3-e2 Nb4-d5** (White has lost his "chief" centre pawn e4 and has now to look for an escape by attempting a desperate attack) **16. g2-g4 Nd5-c7 17. g4-g5 Nf6-e8 18. Bc1-d2 Nc7-e6 19. h2-h4 f7-f5** (thwarting White's aggression just in time, for the advance f4-f5 should not be allowed) **20. Bd2-e3** (the variation 20. gf Bxf6 21. h5 Bxb2 22. Rb1 Qh4+ 23. Kg2 Ba3, etc. is unsatisfactory for White) **20. ... d6-d5 21. c2-c4** (21. c3 would be a stouter defence) **21. ... Ne8-c7 22. Be3-b6 Qd8-d6 23. c4-c5 Qd6-d7 24. Nb3xa5 Be7xc5 25. Bb6xc7 Ne6xc7 26. Na5xb7** (White has succeeded in restoring the material balance, but positionally he is lost anyway—Black's centre pawns are too strong) **26. ... Bc5-a7 27. a4-a5 d5-d4 28. Be2-c4+ Kg8-h8 29. a5-a6 d4-d3 30. b2-b4** (30. Ra5 would be slightly better) **30. ... Qd7-d4 31. Qd1-b3 Qd4-e3 32. Qb3-a2 Ra8-c8!** (Kasparov has found a beautiful tactical solution; the threat is 33. ... Nxa6) **33. Nb7-d6 Rc8-d8 34. Nd6-b7** (or 34. Nf7+ Rxf7 35. Bxf7 d2 36. Kg2 Rd3) **34. ... d3-d2 35. Kh1-h2** (35. Nc5 Qh3+ 36. Kg1 Qg3+ 37. Kh1 Qxh4+ 38. Kg2 Qg4+, etc.) **35. ... Rd8-d3!** (No. 30)

The White Bishop on d3 impeded the advance of Black's pawns "d" and "e"; now they are unstoppable.

36. Bc4xd3 Qe3xd3 37. Qa2-a3 Qd3xa3 38. Ra1xa3 e4-e3 39. Ra3-a1 e3-e2 40. Rf1-h1 Rf8-e8 41. Nb7-d6 e2-e1 Q 42. Nd6xe8 Qe1-f2+ White resigns.

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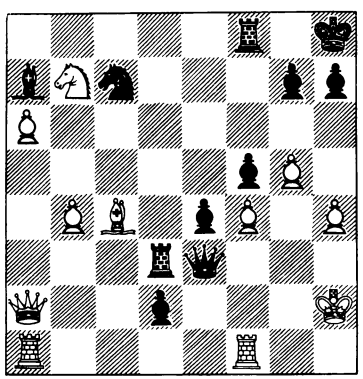

THE RECORD IN MINSK

This chapter describes a competition which is of prime significance in Kasparov's chess career. "I will remember the Sokolsky Memorial as long as I live," he wrote. "Here I gained the norm of a Master for the first time. The game from the last round will also be memorable—in it, I met a Grandmaster in single combat for the first time."

Alexei Sokolsky (1908-1969), a talented Soviet Master of Chess, lived and worked in Minsk. In memory of him, the Chess Federation of Byelorussia organised the Sokolsky Memorial, which has been held annually since 1970. Grandmasters and Masters are the only players usually invited to participate in the Memorial.

"In the winter of 1978, there were debates whether Master Candidate Garri Kasparov should be invited," Botvinnik recalls. "As an exception, he was invited. The young player won the event, having gained 3.5 points more than was needed for the norm of a Master. Three and a half points above the Master norm! This figure speaks for itself. In a number of games from this tournament Kasparov played very strongly indeed. He not only became a Master himself, but also showed that he already could confidently win against other Masters.

Game 17
King's Indian Defence
Yuferov **Kasparov**

1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 Bf8-g7 4. e2-e4 d7-d6 5. Bf1-e2 0-0 6. Ng1-f3 e7-e5

The move that has become the main one in this line. The reason is that Black does not want "to show his cards" as yet and will decide the fate of his Knight on b8, depending on the build-up adopted by White.

7. 0-0 Nb8-c6

Black strives to provoke the advance d4-d5 in order to stabilise the centre and begin counterplay on the K-side with f7-f5. This plan, first tested by the Soviet Master Lev Aronin, leads to extremely sharp situations and is, of course, much to Kasparov's liking.

8. d4-d5 Nc6-e7 9. Nf3-e1

"The attacking system specially prepared by Mark Taimanov for the 20th USSR Championship (Moscow, 1952). Thus playing, he has time to carry out the manoeuvre Bc1-e3-f2, believing that it will insure him against all dangers on the K-side. Having installed his Bishop on f2, White immediately launches a fast-moving attack against his opponent's Q-side and does not pay the least attention to Black's menacing operations against the White King."

Thus David Bronstein wrote about this position. Let us see now how far his characterisation is justified by the events to follow in the game.

9. ... Nf6-d7 10. Ne1-d3

Another plan that White may adopt has been described in the notes to the Gabdarakhmanov-Kasparov game (page 39).

10. ... f7-f5 11. Bc1-d2 Nd7-f6 (after 11. ... f4, 12. Bg4 is strong; and 11. ... fe 12. Nxe4 is also favourable for White) **12. f2-f3 f5-f4 13. c4-c5 g6-g5 14. c5xd6 c7xd6 15. Nd3-f2** White cannot seal up the K-side without risking anything and unhurriedly advance on the other wing. The line 15. Rc1 Ng6 16. Nb5 would lead to a double-edged situation.

15. ... Ne7-g6 16. a2-a4 Rf8-f7 17. Nc3-b5 h7-h5 18. h2-h3 Bg7-f8 19. Qd1-c2 a7-a6 20. Nb5-a3 Rf7-g7 21. Rf1-c1 Ng6-h4 All this is typical of playing on opposite wings. The time of "force treatment" is near. One should not forget, however, that Black's object is mating the White King and to attain it he can sacrifice any material he deems necessary.

22. Qc2-d1 Bc8-d7 23. Na3-c4 g5-g4!

A timely and precisely calculated breakthrough, which opens White's eyes to the very unpleasant fact that his manoeuvres on the Q-side have failed to pose any serious problems for Black.

24. h3xg4 h5xg4 25. f3xg4 (No. 31)

White's defence still seems to remain strong, but Kasparov convincingly demonstrates that his opponent's strategy is wrong.

25. ... Nh4xg2! 26. Kg1xg2 Nf6xg4 27. Be2xg4 Bd7xg4 28. Qd1xg4

Trading his Queen for Black's Rook and two minor pieces, White hopes to repel the attack. Unfortunately, his remaining pieces are very hard to co-ordinate. 28. Nxg4 Qh4, etc. could lead to an immediate disaster for White.

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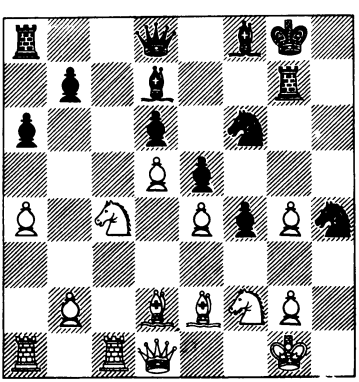

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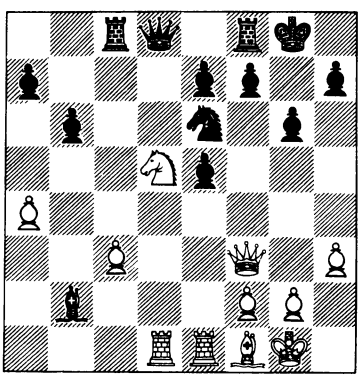


28. ... Rg7xg4+ 29. Nf2xg4 Ra8-c8! (on 29. ... Qh4, White could continue 30. Rg1) **30. Ng4-h2 Qd8-h4 31. Rc1-c3 Rc8-c7** (the Black Rook without delay takes part in the hunt for the White King) **32. Ra1-g1 Rc7-g7+ 33. Kg2-h1 Rg7xg1+ 34. Kh1xg1 Qh4-h7!** (this is the point: White has succeeded in swapping the menacing Black Rook, but now his pawn on e4 is without protection) **35. Bd2xf4** (the only possibility of prolonging the resistance) **35. ... e5xf4 36. Nc4-d2 Qh7-d7 37. Rc3-c4 Bf8-g7 38. b2-b3 Bg7-d4+** (every blow lands home: if 39. Rxd4, then 39. ... Qg7+) **39. Kg1-h1 Bd4-c5 40. Nd2-f3** (or 40. b4 b5, etc.) **40. ... b7-b5 41. Rc4-c2 Qd7-e8 42. Rc2-g2+** (42. e5 is a little more resilient) **42. ... Kg8-f8 43. Nf3-g5 Qe8-h5 44. Ng5-e6+ Kf8-f7 45. Rg2-g7+ Kf7-f6 46. Rg7-g4 b5xa4 47. b3xa4 Bc5-e3 48. Ne6xf4 Be3xf4 49. Rg4xf4+ Kf6-e7 50. Kh1-g2 Qh5-d1** (now it is a matter of careful technique alone) **51. Nh2-g4 Qd1xa4 52. Ng4-e3 a6-a5 53. Ne3-f5+ Ke7-d7 54. Rf4-h4 Qa4-c2+ 55. Kg2-f3 a5-a4 56. Rh4-h7+ Kd7-d8 57. Rh7-a7 Qc2-d3+ 58. Nf5-e3 a4-a3 59. Kf3-f4 Qd3-b3 60. Ne3-f5 Qb3-b2** White resigns.

In the following game, a Master, who would like to play the role of an examiner, adopts a rarely played line.

Game 18
King's Indian Defence
Shereshevsky **Kasparov**

1. d2-d4 Ng8-f6 2. Ng1-f3 g7-g6 3. Bc1-f4 Bf8-g7 4. e2-e3 d7-d6
A roughly even game would result from 4. ... c5 5. c3 Qb6 6. Qb3 0-0 7. Nbd2 d6 8. h3 Be6 9. Bc4 d5 10. Be2 c4 11. Qa3 Nc6 12. 0-0 h6, as occurred in the Yudovich-Nikitin game (Moscow, 1957). It is premature to play 4. ... Nh5 5. Be5 f6 6. Bg3 Nxg3 7. hg, with White standing better.

5. Bf1-e2 0-0 6. 0-0 c7-c5 7. Nb1-c3 (this is not in the spirit of the position; he should have bolstered his centre by 7. c3) **7. ... b7-b6 8. h2-h3** (preparing the "winter quarters" for his dark-squared Bishop in case of Nh5) **8. ... Nb8-a6 9. Rf1-e1 Na6-c7 10. Be2-f1 Bc8-b7 11. Bf4-h2 Nf6-d7** (Kasparov's delicate manoeuvres have exposed the defects in White's build-up: the square d4 is under strong pressure and White should already play 12. dc; instead, he starts tactical complications involving a pawn sacrifice) **12. a2-a4? Bf7xf3 13. Qd1xf3 c5xd4 14. e3xd4 Bg7xd4!** (a Capablanca-style move: the former World Champion believed that the centre pawn should be captured if there is no immediate retaliation) **15. Ra1-d1 Nc7-e6 16. Bh2-g3 Ra8-c8 17. Nc3-d5 Bd4xb2 18. c2-c3 Nd7-e5!**

Kasparov is now in his own element. He does not like passive defence and always looks for a combinational solution. As we have repeatedly stressed, truly, "complications are his territory"! Black has other possibilities, but they are for more cautious people...

19. Bg3xe5 d6xe5 (No. 32)

Black boldly challenges his opponent to a hand-to-hand fight. After 20. Nf6+ ef 21. Rxd8 Rfxd8, White would win the Queen for a Rook, a Knight and two pawns, but Black's game would be very good, as he controls the open c-file and the vital central squares.

20. Re1xe5 Kg8-g7 (20. ... Kh8 is also worth considering) **21. Nd5-f4 Rc8xc3!**

Not fearing ghosts, Black is ready to face the storm. The Rook on e5 being under attack from the Bishop on b2 turns out to be decisive in some variations.

22. Nf4xe6+ (releasing the tension and ... gaining nothing; 22. Rxe6 Rxf3 23. Rxd8 Rxf4 is also unplayable; he should have continued 22. Qg4!) **22. ... f7xe6 23. Qf3-e2 Qd8-c7! 24. Re5xe6 Bb2-a3 25. Qe2-d2 Rf8-f4** (Kasparov, of course, thought about 25. ... Rxf2?!, but after 26. Qxf2 Bc5 27. Rd4 White would escape the loss of his Queen) **26. Rd1-e1 Rc3-c2 27. Qd2-d1 Qc7-c5!** (parrying the threat of 28. Qa1+, and increasing his pressure on f2) **28. Re6xe7+ Kg7-h6 29. Re7-e2 Rf4xf2 30. Kg1-h1 Rf2xe2 31. Bf1xe2** (White's choice is small; 31. Rxe2 Rc1 32. Qd2+ Qg5 is also bad for him) **31. ... Qc5-f2!** (here, too, the opposite-coloured Bishops represent an important factor favouring Black's attack; White's position is hopeless) **32. Kh1-h2 Qf2-f4+** White resigns. On 33. Kh1, Rc1 would be the simplest winning line.

Game 19
Queen's Gambit Declined
Semi-Tarrasch Defence

Kasparov **Begun**

1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Nb1-c3 Ng8-f6 4. Ng1-f3 c7-c5 5. c4xd5 Nf6xd5 6. e2-e3 (which is more in Kasparov's style, while 6. e4 Nxc3 7. bc cd 8. cd Bb4+ would perhaps be too straightforward) **6. ... Nb8-c6 7. Bf1-d3** (7. Bc4 is more promising) **7. ... Bf8-e7 8. 0-0 0-0 9. Nc3xd5** The move which has failed to attract the attention of the theoreticians, and this is perhaps the reason why Kasparov likes it. The handbooks prefer 9. a3, 9. Qe2, and 9. Ne4.

9. ... Qd8xd5 (on 9. ... ed there may follow 10. dc and if 10. ... Bxc5, then 11. Bxh7+) **10. e3-e4 Qd5-d8** (after 10. ... Qh5 11. dc Bxc5 12. Bf4, White would have the advantage) **11. d4xc5 Be7xc5**

It is beyond doubt that the plan initiated by 9. Nxd5 was worked out by Kasparov in his home "laboratory", already in existence at that time, and at the study sessions in Botvinnik's school. He, of course, considered the thrust 11. ... Nb4. Then, 12. Be2 Bxc5 13. a3 Nc6 14. b4 would give White a good game.

Having an excellent memory, the youthful Garri knew a lot of theoretical recomrnendations and examples from tournament practice in this opening, but knowledge becomes real only when it has been acquired by the efforts of one's thought rather than by memory.

12. e4-e5 Bc5-e7 13. Qd1-e2 Nc6-b4? (this leads to a clear advantage for White: 13. ... Nd4 14. Qe4 Nxf3+, or 14. Nxd4 Qxd4, would be more logical) **14. Bd3-b1 Bc8-d7** (if 14. ... b6, then 15. Qe4) **15. a2-a3 Nb4-d5 16. Qe2-e4 g7-g6 17. Bc1-h6 Rf8-e8 18. h2-h4!** (a classical method of attacking: only the pawn advance is capable of breaking through Black's defensive lines)

18. ... Qd8-b6 19. h4-h5 f7-f5?

One should not, as a rule, advance one's pawns on the wing where one's King is being attacked. There may be exceptions sometimes, but this is not the case. Black should boldly have accepted the challenge and captured the pawn on b2; at any rate, after 19. ... Qxb2 20. Ra2 Qb5 21. Qg4 Qa4 22. Qg3 Bf8, Black could still fight.

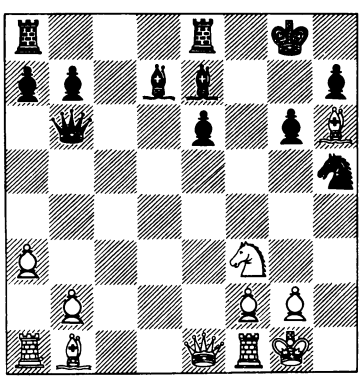
20. e5xf6 Nd5xf6 21. Qe4-e1! Nf6xh5 (No. 33) (evidently, it is here that Black stopped in his calculations, believing that the danger would now be past: the shrewd Kasparov, however, evaluated this position more correctly)

22. Nf3-e5 Bd7-b5 23. Bb1xg6! Nh5-f6 (the young player from Baku is indeed capable of seeing a lot of things on the board: if 23. ... hg, then 24. Qe4 Bf8 25. Qxg6+ Ng7 26. Ng4, with an irresistible attack) **24. Bg6xh7+**

Surprise after surprise! The square h7, protected by two Black pieces, turns out to be the most vulnerable point in the Black camp. If now 24. ... Nxh7, then 25. Qe4 and there is no satisfactory defence against the mating threats; either 24. ... Kxh7 25. Qb1+, or 24. ... Kh8 25. Nf7+ Kxh7 26. Qb1, is equally hopeless, so Black resigns.

"How do you manage to crush your opponents so quickly?" Alekhine was once asked. "I make them use their own brains over the board," was the first Russian World Champion's reply. Garri Kasparov could justifiably repeat these words, referring to the above game and to many more games to come.

33



Game 20
Ruy López

Kasparov **Roizman**

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 Nc6-d4 4. Nf3xd4 e5xd4 5. 0-0 Bf8-c5 6. d2-d3 (in this variation of Bird's Opening, 6. c3 is also often played) **6. ... c7-c6 7. Bb5-c4 d7-d6 8. f2-f4**

"This is typical of Kasparov," Botvinnik notes. "The young player from Baku always strives to gain the initiative."

8. ... Ng8-f6 (a more logical continuation is 8. ... Ne7, and 9. f5 can be answered by 9. ... d5) **9. e4-e5 d6xe5** (he should not have assisted in opening the f-file for White's use; 9. ... Nd5 would be in the spirit of the position) **10. Bc4xf7+ !**

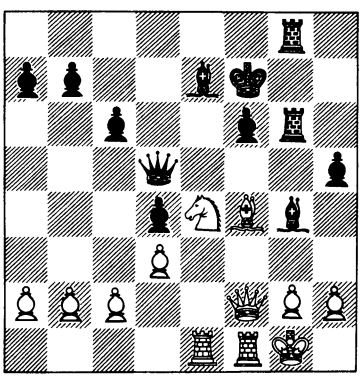
Of course, Kasparov does not let slip the opportunity to greatly complicate the game, and the more so because after 10. fe Nd5, Black would have an excellent game.

10. ... Ke8xf7 11. f4xe5 Qd8-d5 12. e5xf6 g7xf6 13. Nb1-d2 Rh8-g8 14. Nd2-e4 Bc5-e7 15. Bc1-f4 Rg8-g6 16. Qd1-e2 Bc8-g4 17. Qe2-f2 Ra8-g8 (Black does not perceive the imminent danger: he should have evacuated his King from the threatened area; and after 17. ... Kg7, followed by Kh8, his position would be quite defensible) **18. Ra1-e1 h7-h5** (No. 34) (in the same carefree style; 18. ... Bf5 would be better)

19. Bf4-g5!

An unexpected and ingenious move. Now 19. ... Rxg5 would be met by 20. Nxf6!, with a potent attack. Kasparov has indicated the following spectacular variations: 19. ... Bh3 20. Nxf6! and if 20. ... Bxf6, then 21. Qxf6+!, and Black is crushed. Equally hopeless for him is 20. ... Qxg2+ (instead of 20 ... Bxf6) 21. Qxg2 Bxg2 22. Rxe7+!, etc.

34



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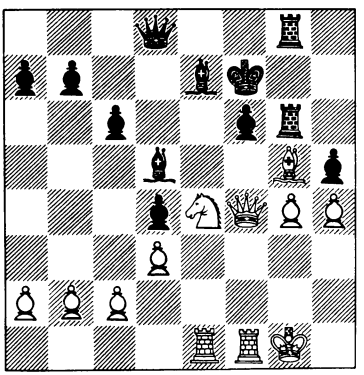


19. ... Qd5-d8 20. Qf2-f4 Bg4-e6 21. h2-h4!

An original concept. Barricading the g-file, Kasparov is preparing the terrible threat of 22. Bxf6, and 22. ... Rxf6 fails to 23. Qe5!

21. ... Be6-d5 (21. ... Bg4 would be more stubborn) **22. g2-g4!** (No. 35)

A brilliant move! A routinely thinking chess-player would shrink back from the possibility of making this thrust; indeed, his own King's shelter is now severely weakened. But chess is always concrete, and sweeping generalisations are far from being encouraged. The dynamics of this particular position are such that it is precisely the advance of the pawns guarding the White King that opens up the road to victory. White now threatens to capture at h5, thereby driving away the Rook on g6.

The position that has arisen after 22. g4! caused heated debates among the participants of the tournament. The opinion was expressed that 22. ... Rh8 could give Black a satisfactory defence. A great impression, however, was produced by the variations demonstrated in the post mortem by Kasparov. As it turned out, he had calculated over the board the possibilities: 22. ... Rh8 23. Bxf6! Rxg4+ 24. Qxg4 hg 25. Bxe7+ Kxe7 26. Nc5+, gaining a large material advantage; and 23. ... Bxf6 24. g5 Bxe4 25. Rxe4 Kg7 26. Re6! Rf8 27. Kh2, and Black is in a bad way.

22. ... Kf7-g7 (the King is ready to march out, but it is too late; just as bad is 22. ... Bxe4 23. gh R6g7 24. Rxe4) **23. g4xh5 f6xg5 24. Qf4-e5+ Kg7-h6** (or 24. ... Bf6 25. Nxf6 Rxf6 26. hg) **25. h5xg6 g5xh4 26. Rf1-f5 Kh6xg6 27. Kg1-h2** Black resigns.

Game 21
Indian Defence

Kasparov — **Lutikov**

1. d2-d4 Ng8-f6 2. Ng1-f3 d7-d6 3. Nb1-c3

Those variations of the Indian Defence in which White refuses to play c2-c4 at once are regarded by the theoreticians as relatively unimportant side lines. In this connection, I cannot help noting that the labelling of variations as main or secondary is very often arbitrary, merely a tribute to fashion. Characteristically, the systems of the Indian in which White does without c2-c4 were repeatedly adopted by Lasker, Capablanca and Alekhine. And this seems to be more than sufficient to testify to the positional validity of similar build-ups.

3. ... Bc8-g4 (the more restrained 3. ... g6, followed by Bg7, is, of course, also playable) **4. e2-e4 Nb8-d7** (this is risky, and immediately provokes White to attack: 4. ... c6, or even 4. ... e6, would be more consistent) **5. e4-e5 Nf6-g8** (5. ... de 6. de Bxf3 7. Qxf3 Nxe5 8. Qxb7 is favourable for White) **6. h2-h3 Bg4xf3** (being behind in development is not an abstract disadvantage; for after 6. ... Bh5 7. g4 Bg6 8. e6 fe 9. h4, White would at once launch an attack) **7. Qd1xf3 c7-c6 8. Bc1-f4** (intending an aggressive stance, White would of course

like to retain his pawn on e5, after 8. ed ed 9. Bf4, or 9. d5 c5 10. Bf4, his game would also be good, but quieter in character) **8. ... d6-d5** (8. ... e6 9. ed Ndf6 10. 0-0-0 Bxd6 also deserves consideration, although after 11. Be5 White's lead in development would be compelling) **9. e5-e6!** (a classical-style pawn sacrifice: had Black got in with e7-e6, his position would have been very solid and hard to undermine) **9. ... f7xe6 10. Bf1-d3 Ng8-f6 11. Qf3-e2 g7-g6** (a beautiful variation was later indicated by Kasparov: 11. ... Qb6 12. 0-0-0 0-0-0 13. Qxe6 Qxd4? 14. Qxc6+! bc 15. Ba6 mate!) **12. Qe2xe6 Bf8-g7 13. 0-0**

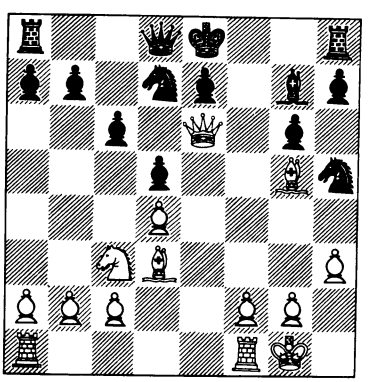
One of those positions in which it is not at all easy to decide whether to castle long or short. Needless to say, the White King is safe on g1, but, as Kasparov subsequently pointed out "the Q-side castling would be both more logical and stronger here".

13. ... Nf6-h5 14. Bf4-g5?! (No. 36)

An important psychological moment. Kasparov gets impatient and is in a hurry to force matters. The simple 14. Be3 Qc7 15. Rfe1 would be very unpleasant for Black. As Kasparov explained later, he counted on the continuation 14. ... Bxd4 15. Nxd5 cd 16. Bb5 Nhf6 17. Rad1 Qb6 18. Bxd7+, etc., but after 16. Bb5, Black could interpolate 16. ... a6! giving himself excellent defensive resources.

14. ... Nd7-f8 (the young player's onslaught has thrown the Grandmaster off his balance: after the timid move in the game, White's plan is fully justified) **15. Qe6-g4 Nh5-f6 16. Qg4-e2 Qd8-d6 17. Ra1-e1 e7-e6** (Black would like to reserve the e6 square for his Knight, but after 17. ... Kf7 White could respond, as Kasparov indicated, with 18. Bh4 Ne6 19. Bg3 Qd7 20. Be5, with a clear advantage, and 19. ... Nxd4 would be met by 20. Qe3 Qb4 21. a3, etc.) **18. Nc3-a4 Ke8-f7 19. b2-b4! b7-b6** (after 19. ... Qxb4 20. Nc5 Qxd4 21. Nxe6, White's attack would be irresistible) **20. Qe2-d2 Ra8-e8**

36



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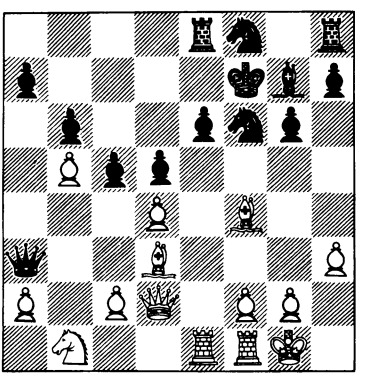


21. Bg5-f4 Qd6-e7 (the Black pieces have no scope: on 21. ... Qd7, 22. c4 is good) **22. b4-b5 Qe7-a3** (in the event of 22. ... c5, the old classical law—opening up lines is advantageous for the attacking side—would begin to operate: 23. dc bc 24. c4!) **23. Na4-c3 c6-c5 24. Nc3-b1!** (No. 37)

An excellent positional move. White must activate his Bishop on d3 and start attacking the square e6. So the temporary retreat of the Knight opens up the possibility of advancing his pawn on c2. If Black now replies 24. ... Qxa2, then after 25. Nc3, the White Rooks will take the Black Queen in a vice.

24. ... Qa3-a4 (or 24. ... Qb4 25. Qxb4 cb 26. Bd6) **25. d4xc5 b6xc5 26. c2-c4 Nf8-d7** (both 26. ... dc 27. Nc3, and 26. ... d4 27. Bd6, would be favourable for White) **27. Nb1-c3 Qa4-a5 28. Qd2-c2 Qa5-d8** (28. ... e5 29. Bd2 d4 30. Ne4 Qb6 31. Ng5+ is bad for Black) **29. Bf4-g5 Nd7-b6 30. a2-a4! d5xc4 31. Bd3-e4 Re8-e7 32. a4-a5** (32. Bc6, intending 33. Rd1, would also be very strong) **32. ... Nb6-d7 33. Be4-c6** (having sacrificed a pawn, White takes possession of all the "commanding heights" on the board) **33. ... Nd7-b8 34. Re1-d1 Qd8xa5 35. Nc3-e4 Rh8-f8 36. Bg5-f4 Nb8xc6 37. b5xc6 Nf6-e8** (Black has two extra pawns, but his position is very difficult to save: perhaps 37. ... Nxe4 38. Qxe4 Bd4 would be his best chance) **38. Rd1-d7! Re7xd7 39. c6xd7 Ne8-f6 40. Ne4-d6+ Kf7-e7 41. Nd6xc4** (41. Nb7 would also be good enough to win) **41. ... Qa5-a6 42. Bf4-d6+ Ke7xd7 43. Bd6xf8 Bg7xf8 44. Qc2-d3+** (materially, the sides are roughly equal, but Black is bound to perish because of his unprotected King) **44. ... Kd7-e7** (not, of course, 44. ... Nd5 45. Ne5+; nor 44. ... Kc7 45. Re1) **45. Rf1-d1 Nf6-d5 46. Qd3-e4 Ke7-f7** (White's threat is 47. Rxd5; and if 46. ... Nc3, then 47. Qh4+, etc.) **47. Nc4-e5+ Kf7-g8 48. Ne5-d7 c5-c4 49. Rd1-b1 Qa6-d6 50. Rb1-b7** (simple and convincing; the Black c-pawn will not go far: interesting complications would arise after 50. Nxf8 Nc3 51. Qa8 Nxb1 52. Nxe6+ Kf7 53. Ng5+, and White should win) **50. ... c4-c3 51. Nd7xf8 Kg8xf8 52. Rb7xh7 Qd6xf4 53. Qe4xf4 Nd5xf4 54. Kg1-f1 a7-a5 55. Rh7-a7 Nf4-d5 56. Ra7xa5 Kf8-f7 57. g2-g3** Black resigns.

A magnificent game, precisely and consistently played by Kasparov.

Many years ago Botvinnik thus characterised his approach towards chess: "In chess I have been a researcher. Not denying the importance of improvisation, and over-the-board solving of particular problems in particular games, I have laid the main stress on preparation: I have scrutinised my rivals, I have studied myself. This has enabled me to enter into every new competition as a somewhat new player, different from the one seen before."

And Kasparov also armed himself with his tutor's approach to work on chess. In the Minsk tournament, he appeared a different player, his style more harmonious, more universal. His opening repertoire had widened; in particular, more and more of his games were begun with 1. d2-d4.

As has already been mentioned above, the Sokolsky Memorial revealed that the fifteen-year-old boy could confidently defeat Masters. But he had to take a new, big stride forward—to learn how to win against Grandmasters. In a period of three years he successfully solved this problem also.

The reader may wonder why so many games of the "early Kasparov" are collected in this book.

First of all, these games are of a sufficiently high class and relatively unknown to the public. A second, and far more important reason is that these games show how the 13th World Champion's style and character matured.

THE THIRTEENTH WORLD CHAMPION

This book deals with Kasparov's creativity, his views on the art of chess, his style of play. I will make so bold therefore as not to keep to the strict chronology of his travels from tournament to tournament or from match to match. I will just confine the relevant descriptions to a brief reference list of the most important events in Kasparov's sporting career that followed the Sokolsky Memorial. The figures and facts presented below are eloquent evidence of Kasparov's steady rise to the summit of Olympus:

Year	Event	Place
1978	46th USSR Championship Final,Tbilisi	9th
1979	International Tournament in Banja Luka	1st
1979	47th USSR Championship Final, Minsk	3rd-4th
1980	World Junior Championship, Dortmund	1st
1981	49th USSR Championship Final, Frunze	1st-2nd
1982	International Tournament in Bugojno	1st
1982	Moscow Interzonal	1st
1983	Candidates' Quaterfinal Match with Alexander Belyavsky, Moscow	won
1983	International Tournament in Niksic	1st
1983	Candidates' Semifinal Match with Victor Korchnoi, London	won
1984	Candidates' Final Match with Vasili Smyslov, Vilnius	won
1984-1985	First (unlimited) Match with Anatoly Karpov for the World Title, Moscow	undecided—interrupted by the FIDE President Florencio Campomanes after 48 games
1985	World Championship Match with Anatoly Karpov, Moscow	won
1986	Return Match with Anatoly Karpov, London—Leningrad	won

Kasparov is the winner of four Chess Oscars. Player of the year in 1982, 1983, 1985, 1986.

Kasparov's detailed tournament and match record is presented on page 197.

Certainly, Kasparov's record is already very impressive, and our chess king has won a high prestige in all countries and on all continents. It seems worthwhile to recall what the celebrated Russian

author Alexander Kuprin wrote in 1927:

"A famous chess-player who in a worldwide contest defeated the heretofore best and foremost player can, in all justice and without any hesitation, proudly have the title of a king of the game. How splendid to be king who reigns not by right of succession or by chance plebiscite, but solely by the power of his own mind..."

Let us now shift our attention to the history of the World Chess Championship.

The World Chess Championship dates back to 1886, when Wilhelm Steinitz met Johannes Zukertort in a match for the World Title. Why were these two men to fight for the crown of a chess king?

Steinitz was outstandingly successful in his encounters with the best players of Europe and America. The decisive factor that allowed him to content the World Title was his victory in the 1866 match with Adolf Anderssen, the winner of the first and second International Tournaments in London in 1851 and 1862.

Zukertort's moral right to challenge Steinitz was based on his successes in many international events, especially his resounding first in the 1883 London Tournament, where, in a very strong field, he came in three full points ahead of Steinitz.

The first official World Championship Match, between Steinitz and Zukertort, took place in the USA in 1886 and ended in Steinitz' convincing victory, the final score being 10 to 5, with five drawn games (which did not count, the winner was to take 10 games).

Since 1886 the World Championship matches have been major events in chess life. For a long time, however, there was no system at all in their organisation, in determining a challenger to the highest title, in terms and regulations for such events.

José Raúl Capablanca alone made an attempt to work up a set of rules to govern the World Championship contests (the London rules of 1922). True, these rules evaded the most important issue of who is entitled to challenge the Champion. Here are some of the rules proposed by Capablanca.

1. A match lasts until one of the players wins six games, draws do not count.

2. Six games shall be played each week, in daily playing sessions of five hours without breaks.

3. The control will be 40 moves in the first 2 1/2 hours.

4. The referee is to be chosen by both players.

5. The Champion must defend his title within a year of receiving a challenge. The player who becomes World Champion must defend his title on the same conditions as his predecessor.

6. The Champion cannot be forced to defend his title unless the purse reaches $10,000.

Capablanca proposed that the four participants of the 1922 London International Tournament whom he considered to be potential Challengers should sign these rules. The "London protocol" was signed, apart from Capablanca, by Alexander Alekhine, Yefim Bogolyubov,

Milan Vidmar, and Akiba Rubinstein.

These rules in effect constituted merely a private agreement between the world's leading players, no obligations whatever being attached. The only contest that was conducted in accordance with them was the Capablanca-Alekhine match in 1927.

Only when the Soviet Chess Federation became a FIDE member in 1947 and the Soviet Grandmaster Mikhail Botvinnik won the World Championship in 1948 did it become possible to introduce a proper system of organising and conducting World Championship competitions.

It was agreed that World Championship matches consisting of 24 games were to be played every three years, the player scoring 12.5 points or more being proclaimed the winner. A Challenger for the title was to be determined in a series of competitions, including Zonal, Interzonal and Candidates' tournaments (subsequently, Candidates' matches). If the score of the World Championship Match was even (12:12), the World Champion would retain his title. If the Challenger won, the Champion had the right for a rematch the following year.

In 1962, FIDE made the ruling that the Champion was no longer entitled to a return match, motivating its decision by the Champion's "advantage" over the Challenger, namely, his right to retain his title if the final score were even.

In 1973, FIDE returned to the past by ruling that matches for the world title should be played until one player takes six games, draws not to count. In 1984, FIDE decided that World Championship matches should take place every two years and the Champion (then Karpov) was entitled to a return match, because an unlimited match cannot end in a draw.

These decisions proved to be erroneous and unfortunate, being denounced as such by all the leading players in the world. Indeed, with a two-year World Championship cycle Candidates' competitions proceed under particular time pressure, and a return match is difficult to fit into such a cycle.

The experience of the Karpov-Kasparov unlimited match in 1984-1985 showed that a contest of this kind may last several months, which is very hard not only on the participants themselves but also on all other people involved, referees, seconds, etc.

The next match between Karpov and Kasparov took place in the autumn of 1985 and this time it had a predetermined number of games, twenty-four. Having approved this "old novelty", Karpov declared that it was necessary to return to a three-year cycle.

We will now present brief information on all World Championship matches so far played. But first it should be noted that the 1948 Match-Tournament of the world's strongest Grandmasters, sponsored by FIDE to determine a World Champion after the death of Alexander Alekhine, who was then the title holder, should properly be included in the list, although, formally speaking, it was not a match.

1. Wilhelm Steinitz-Johannes Zukertort. 11. 01-29.03. 1886 (New York, St. Louis, New Orleans, USA). The first to take ten games to be proclaimed the winner. The score: +10-5=5 (75%).

2. Wilhelm Steinitz-Mikhail Tchigorin. 20.01-24.02. 1889 (Havana, Cuba). A 20-game match. The score: +10-6=1 (94.1%).

3. Wilhelm Steinitz-Isidore Gunsberg. 9.12.1890-29.01.1891 (New York, USA). A 20-game match. The score: +6-4=9 (62%).

4. Wilhelm Steinitz-Mikhail Tchigorin. 2.01-28.02.1892 (Havana, Cuba). The first to take 10 games to be proclaimed the winner. Should the score be +9-9, three additional games were to be played. The score: +10-8=5 (78.3%).

5. Wilhelm Steinitz-Emanuel Lasker. 15.03-26.05.1894 (New York, Philadelphia, USA; Montreal, Canada). The first to take 10 games to be declared the winner. The score: +5-10=4 (78.9%).

6. Emanuel Lasker-Wilhelm Steinitz. 9.11.1896-14.01.1897 (Moscow, Russia). The first to take 10 games to be declared the winner. The score: +10-2=5 (70.6%).

7. Emanuel Lasker-Frank Marshal. 26.01-6.04.1907 (New York, Philadelphia, Memphis, Chicago, Baltimore; USA). The first to take eight games to be declared the winner. The score: +8-0=7 (53.3%).

8. Emanuel Lasker-Siegbert Tarrasch. 17.08-30.09.1908 (Düsseldorf, Munich; Germany). The first to take 8 games to be declared the winner. The score: +8-3=5 (68.8%).

9. Emanuel Lasker-David Janowski. 19.10-9.11.1909 (Paris, France). A 10-game match. The score: +7-1=2 (80%).

10. Emanuel Lasker-Karl Schlechter. 7.01-10.02.1910 (Vienna, Austria; Berlin, Germany). A 10-game match. The score: +1-1=8 (20%). This is the first World Championship match ever to end in a draw. As stipulated, Lasker retained his title.

11. Emanuel Lasker-David Janowski. 8.11-8.12.1910 (Berlin, Germany). The first to take 8 games to be declared the winner. The score: +8-0=3 (72.7%).

12. Emanuel Lasker-José Raúl Capablanca. 15.03-28.04.1921 (Havana, Cuba). A 24-game match. The score: +0-4=10. Lasker resigned the match (28.6%).

13. José Raúl Capablanca-Alexander Alekhine. 16.09-19.11.1927 (Buenos Aires, Argentina). The first to take six games to be declared the winner. The score: +3-6=25 (25.5%).

14. Alexander Alekhine-Yefim Bogolyubov. 6.09-12.11.1929 (various cities in Germany and Holland). A 30-game match, but the winner had to take at least six games. The outcome was determined after the 25th game. The score: +11-5=9 (64%).

15. Alexander Alekhine-Yefim Bogolyubov. 1.04-14.06.1934 (various cities in Germany). A 30-game match, the last four games were not played. The score: +8-3=15 (42.3%).

16. Alexander Alekhine-Max Euwe. 3.10-15.12.1935 (various

Dutch cities). A 30-game match. The score: +8-9=13 (56.7%).

17. Max Euwe-Alexander Alekhine. 5.10-6.12.1937 (various Dutch cities). A 30-game match. The score: +4-10=11 (56%). After the outcome of the rematch was determined, the remaining five games were played, Euwe taking three and Alekhine two.

This was the second return match in the history of the World Championship that had been stipulated by the regulations of its initial match (the first was between Lasker and Steinitz in 1896-97).

In 1946, the World Champion Alexander Alekhine died and FIDE organised a Match-Tournament of world's five strongest Grandmasters: Mikhail Botvinnik, Vasili Smyslov, Paul Keres (all USSR), Samuel Reshevsky (USA), Max Euwe (Holland). Reuben Fine of the USA was also invited, but refused to participate. The tournament was held in the Hague and in Moscow from 2.04 to 16.05.1948. Mikhail Botvinnik won the world title with the score: +10-2=8.

18. Mikhail Botvinnik-David Bronstein. 15.03-11.05.1951 (Moscow, USSR). A 24-game match. The score: +5-5=14 (41.7%).

19. Mikhail Botvinnik-Vasili Smyslov. 16.03-13.05.1954 (Moscow, USSR). A 24-game match. The score: +7-7=10 (58.3%).

20. Mikhail Botvinnik-Vasili Smyslov. 5.03-27.04.1957 (Moscow, USSR). A 24-game match. The last two games were not played. The score: +3-6=13 (40.9%).

21. Vasili Smyslov-Mikhail Botvinnik. 4.03-9.05.1958 (Moscow, USSR). A 24-game match. The last game was not played. The score: +5-7=11 (52.2%).

22. Mikhail Botvinnik-Mikhail Tal. 15.03-7.05.1960 (Moscow, USSR). A 24-game match, but the last three games were not played. The score: +2-6=13 (38.1%).

23. Mikhail Tal-Mikhail Botvinnik. 15.03-12.05.1961 (Moscow, USSR). A 24-game event, the last three games were not played. The final score: +5-10=6 (71.4%).

24. Mikhail Botvinnik-Tigran Petrosian. 23.03-30.-05.1963 (Moscow, USSR). A 24-game match, the last two games were not played. The score: +2-5=15 (31.8%).

25. Tigran Petrosian-Boris Spassky. 11.04-9.06.1966 (Moscow, USSR). A 24-game event. The score: +4-3=17 (29.2%).

26. Tigran Petrosian-Boris Spassky. 14.04-17.06.1969 (Moscow, USSR). A 24-game match, the last game was not played. The score: +4-6=13 (43.5%).

27. Boris Spassky-Robert Fischer. 1.07-1.09.1972 (Reykjavik, Iceland). A 24-game contest, but the last 3 games were not played. The score: +3-7=11 (47.6%).

In 1975, a match for the world title between Robert Fischer and Anatoly Karpov was to take place, but Fischer refused to play and Karpov was proclaimed World Champion.

28. Anatoly Karpov-Victor Korchnoi. 18.07-19.10.1978 (Baguio City, Philippines). The first to take six games to be declared the winner. The score: +6-5=21 (34.4%).

29. Anatoly Karpov-Victor Korchnoi. 1.10-19.11.1981 (Merano, Italy). The first to take 6 games to be declared the winner. The score: +6-2=10 (44.4%).

30. Anatoly Karpov-Garri Kasparov. 9.09.1984-13.02.1985 (Moscow, USSR). The first to take six games to be declared the winner. This overlong chess marathon made evident the shortcomings of an unlimited match and was interrupted, without declaring a winner, by the decision of the FIDE President Florencio Campomanes after 48 games, when the score was +5-3=40 (17%).

31. Anatoly Karpov-Garri Kasparov. 3.09-9.11.1985 (Moscow, USSR). A 24-game match. The score: +3-5=16 (33.3%).

32. Garri Kasparov-Anatoly Karpov. 28.07-8.10.1986 (London, England; Leningrad, USSR). A 24-game rematch. The score: +5-4=15 (37.5%).

33. Garri Kasparov-Anatoly Karpov. 12.10-19.12.1987 (Seville, Spain). A 24-game match. The score: +4-4=16 (33.3%).

The reader will doubtless be interested to know how the 13th World Champion characterises his twelve predecessors. Garri Kasparov gives his opinion:

"The first man who developed a more or less logical theory of the game, and this man was Wilhelm Steinitz, succeeded in winning the title of the World Champion. His theory gave chess-players a 'multiplication table' of their own, if you like, but they had a long way to go before they could get their 'calculus'.

"The next Champion, Emanuel Lasker, demonstrated a different kind of chess, established new regularities governing the game. For him, chess was struggle, a collision of intellects.

"Lasker lost his title to José Raúl Capablanca, who played almost unerringly and gained maximum results with minimum effort.

"Capablanca was defeated by the great Russian chess-player Alexander Alekhine, who raised the game to a still higher level. It turned out that technique and a great ability to calculate accurately were not enough when opposed by fantasy, intuition and daring.

"Max Euwe showed, though, that even so great a talent as Alekhine was not invincible."

(This statement of Kasparov's needs clarifying. There was nothing mysterious in Euwe's victory. Max Euwe won the match because his preparation for the contest was excellent and all-encompassing, whereas Alexander Alekhine, who had obviously underestimated his rival, was not prepared properly—"absolutely stale", putting it into his own words. It is worth mentioning, incidentally, that Euwe was the first of the great masters to resort to the aid of trainers and seconds in a match.)

"Mikhail Botvinnik introduced for the first time a really scientific approach towards the game, when it turned out to be possible to predict the character of the middlegame to an extent quite unheard-of at that time, and also to make inroads into the depths of opening theory.

"Vasili Smyslov was a brilliant endgame technician, his sense of position was really astonishing.

"Mikhail Tal proved that chess belongs to a high art, with aesthetic laws of its own.

"Tigran Petrosian introduced a certain amount of healthy pragmatism, with the sporting object becoming clearer and the way of reaching it more obvious to a player.

"A typical representative of such chess was Boris Spassky, a truly universal Grandmaster.

"However paradoxical it may appear, I consider Robert Fischer to be an heir to Soviet chess traditions, because he was developing by assimilating those accumulations which our Soviet school of chess gave to the world.

"Anatoly Karpov is a whole epoch in chess. He has raised the sporting significance of the game to quite a new level, and he has done a great deal to popularise our sport. His play is truly amazing, his creative potential colossal."

"What moral qualities should a World Champion have?" a journalist asked Kasparov. Here is what he answered:

"One should speak about the Champion's duties to the chess world, because to be a champion means not only to have an honoured title but also to have certain responsibiiities. It has always been a World Champion who, in principle, determined the route of the development of chess, and, after all, chess is a factor that, in one way or another, influences people throughout the world...

"I hope that I will be a rather good Champion because I am well aware of the complexity of the problems which should be solved in the present, far from smooth, stage of the development of chess."

"Karpov became World Champion at the age of twenty-four, and you at twenty-two," was another question to Kasparov. "If this trend is to continue, does not it follow then that the next, fourteenth Champion will be still younger?"

"I will not venture to draw such an inference," Kasparov replied. "I think we are near a limit, a cut-off point. At least, it will be so in the foreseeable future; for, apart from purely sporting assets, a World Champion should have some experience of life. It is hardly likely that such experience will be gained before one is twenty years old."

THE CLASSICS OF CHESS ARE ETERNAL!

"I strive to keep to a manner of playing which rests on a harmonious, positional foundation. It seems to me that I acquired this approach, to a large extent, from Mikhail Botvinnik's lessons," says the World Champion. "Yes, this is the classic rule of chess, yet a classic which has not petrified, but is developing, which represents a process of understanding the profundity of chess."

Carrying on with this train of thought, Kasparov said in an interview: "I have developed my own style, which is based on the most general laws of chess. For chess is an absolutely correct game, governed by some general laws which should be understood. There exist some invisible springs which sometimes cannot be detected even by a close analysis. These springs may be understood either intuitively or as a result of very long and hard work on chess."

What are these "general laws of chess"? It is with them that the present chapter is concerned.

The modern theory of chess has not, of course, developed overnight. Its development has reflected a steady progress of chess thought.

For a long time, chess masters looked for and found various lines, piling them up as the results of their investigations. The first significant generalisations in chess strategy date from the 18th and early 19th centuries. The methods of classifying chess openings, which have largely remained valid up to now, were first developed over a hundred years ago.

The vigorous development of the art of chess has, however, put forward a number of new, important problems, thereby not only deepening and extending the theory, but also discovering many novel ideas in it.

Let us first briefly discuss the evolution of ideas concerning the significance of the centre.

Chess-players of the early Italian school (16th and 17th centuries) were not entirely unaware of the role of the centre. At that time they would also play e2-e4 and then d2-d4 (sometimes, after the preparatory c2-c3), but these pawns were merely pushed forward in order that the Queen and the Bishops would have open lines to operate upon and could be brought down to bear on the enemy's King.

In the fast-moving attacks that would thus arise the loss of pawns, including the centre ones, was not considered to be of any importance. The attacker would either attain his object or lose because of his material deficit.

It was the celebrated French chess-player François André Danican Philidor (1726-1795) who was destined to put an end to such a dissi-

pation. Pawns, which had been neglected by the romanticists of the Italian school, became a formidable weapon in Philidor's hands. He developed the theory of the pawn centre, of the pawn chains, which steadily and relentlessly advance, supported by the less important fighting units—chess pieces. In his famous treatise *Analyse du Jeu des Échêcs,* which after the author's death has been published more than a hundred times, Philidor wrote: "My main intention is to offer a novelty to the public. I mean playing with pawns... Only they produce attack and defence, their configuration decides the outcome of a game."

The following epoch in chess history, although characterised by greater consideration for pawns, restored chess pieces to their primary importance. In games of that period, attacks against the enemy King, carried out with the pieces, once more came to life, but relatively little was done for the development of the concept of the centre.

The correct (from the modern viewpoint) solution was found by Paul Morphy (1837-1884). The concentration of pawns and pieces in the centre, brought about as soon as possible, taking care of every tempo, became the foundation of the whole opening strategy.

The idea of the rapid development of pieces, though known before Morphy's time, became, owing to its consistent application by Morphy, a principle of paramount importance. It is not the opponent's King, but rather the centre that should be the focal point for the forces brought into play. As a result of his consistent, purposeful play, Morphy took the lead in development, he opened lines, coordinated the action of his pieces, and won. His games convincingly showed the significance of the harmonious, well co-ordinated operation of pieces, the wonderful force they acquire when their concerted action is correctly organised.

The further development of chess ideas is associated with the names of the first World Champion Wilhelm Steinitz (1836-1900) and the great Russian master Mikhail Tchigorin (1850-1908).

Steinitz established a number of principles, thus laying the foundation of the modern understanding of the game. He developed the theory of strong and weak points, positional advantage and positional disadvantage. Examples of positional disadvantages (or weaknesses) are defects in the pawn configuration; pawns pushed forward from the King's castled position, which become targets for the opponent's attack; squares in front of isolated pawns.

Steinitz should be credited with advancing many other theoretical ideas associated with possession of open files, greater mobility of pieces, the advantage of the Bishop pair, etc.

Having raised to great heights the role of defence, Steinitz advanced the principles of a well-founded attack, which may and should be started only when one has some positional advantage, for instance, the lead in development or weak spots in the opponent's camp.

Steinitz worked out his play in accordance with his views. Move by move undermining his opponent's position, he carefully prepared

for an attack. "Accumulation of small advantages," Steinitz pointed out, "results in a considerable superiority."

Play of this kind required manoeuvring and regrouping. That is why Steinitz preferred close positions, which, because of their unhurried pace, allowed such re-arrangements.

It turned out that, in such manoeuvring play, Morphy's general laws of the game, while remaining essentially true, did not always have the same importance as in open games. For instance, a loss of tempo was not so critical in close games.

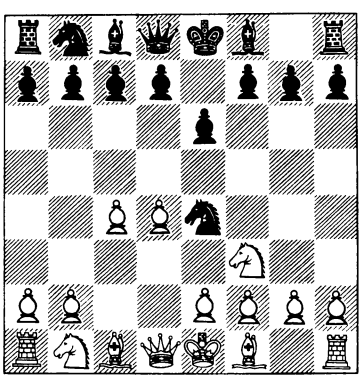
Tchigorin systematised numerous opening positions in which a loss of tempo is compensated for by other advantages. His most important theoretical achievement is the development of methods of replacing the pawn centre by the pressure that the pieces put on the central squares. This method has given rise to many modern opening build-ups.

New fundamental achievements in the development of opening theory are associated with the names of Alexander Alekhine and Mikhail Botvinnik. Their work deepened and improved all that had been done by their predecessors, and established the intimate relationship between the opening phase and the middlegame and even the endgame. Alekhine demonstrated in his practice how the Steinitzian system of accumulating small advantages can and must be combined with aggressive play in the middlegame.

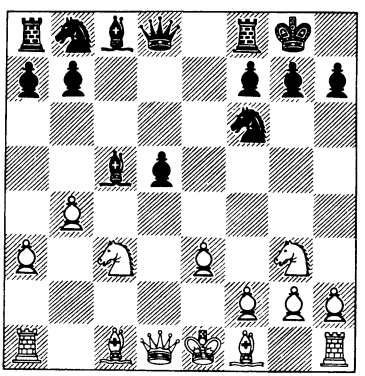
Alekhine introduced into the theory two radically new concepts, namely, "illegal disturbance of balance" and "concrete and tactical opening".

This position arose in the Alekhine-Marshall game (the 1927 New York International Tournament) after the moves **1. d4 Nf6 2. c4 e6 3. Nf3 Ne4** (No. 38). Commenting upon Black's third move, Alekhine wrote:

38



39



"The move that contradicts all the principles—both the old formula (do not move several times one and the same piece in an opening) and the modern views (exerting pressure on the central squares is often more effective than their occupation). Moreover, its disadvantage lies in Black's unnecessary commitment to accept certain obligations, which enables White to work out the whole plan of the game before the next move. In short, it represents that typical opening error which I call illegal violation of equilibrium."

In the diagrammed position, Alekhine played the very strong **4. Nfd2!** and very soon gained the advantage.

In order to better understand what was "a concrete and tactical" opening for Alekhine, we will consider a position (No. 39) that was reached in a game from the 1937 Euwe-Alekhine Rematch.

At first glance, Euwe's position as White is excellent. After the withdrawal of the Bishop at c5, White will develop his Bishops to b2 and e2, thereby putting strong pressure on the d5-pawn.

Alekhine, however, starts tactical complications immediately (10. ... d4!), bearing in mind that White is behind in development.

Botvinnik's great service to chess is that he has investigated and systematised a large number of positions which, though they arise in different openings, can be adequately solved. This has opened a fresh, important chapter in the theory of the game.

Alekhine's and Botvinnik's studies have greatly influenced Kasparov's creative development. The young player from Baku closely examined Alekhine's games and notes, his approach towards solving opening problems. The creative communication with Botvinnik has shown Kasparov how and on what he should work. He understood that an advance is possible only on the basis of assimilating everything positive accumulated by the great masters in the past. The classics of chess are eternal!

Let us now acquaint ourselves with several games typical of Kasparov's handling of strategical and tactical problems.

Game 22
Bird Opening
Romanishin — Kasparov
Tbilisi, 1976

1. f2-f4 d7-d5 2. Ng1-f3 Ng8-f6 3. e2-e3 Bc8-g4 4. b2-b3 Nb8-d7 5. Bc1-b2 c7-c6 (Black prepares for counterplay in the centre; he could also adopt the quieter plan of fianchettoing his dark-squared Bishop, followed by K-side castling) **6. Bf1-e2 Qd8-c7 7. 0-0 Bg4xf3** (both consistent and logical: Black starts fighting for the possession of e5 square) **8. Be2xf3 e7-e5 9. d2-d3 Bf8-d6** (in the event of 9. ... ef 10. ef Qxf4?, White would have excellent chances by playing 11. Qe2+ and if 11. ... Be7, then 12. Bxd5) **10. g2-g3 0-0-0** (playing in a straightforward manner, Kasparov has not only succeeded in equalising, but has built a position which gives him a real prospect of a

K-side attack) **11. c2-c4?** (White is oversubtle and, intending to undermine Black's centre, he only creates weaknesses in his own position: he should have played 11. Nd2)

11. ... d5xc4 12. b3xc4

On 12. dc, 12. ... Qb6! would be strong and White would have his hands full parrying Black's threats, for instance, 13. fe Qxe3+ 14. Kh1 Nxe5, etc.

12. ... h7-h5 (White has "illegally broken the balance", which results in Black's initiative becoming quite dangerous) **13. Qd1-c2 h5-h4 14. Nb1-c3 h4xg3 15. h2xg3 e5xf4 16. e3xf4** (No. 40)

After 16. gf Rde8, White would have many weaknesses in his camp; however the move actually played offers Black combinational, and tactical possibilities, such as Kasparov does not, as a rule, let slip!

16. ... g7-g5! 17. Nc3-e4 (Romanishin has obviously pinned his hopes on this move, but his calculations prove to be incorrect) **17. ... Nf6xe4! 18. d3xe4** (the variation 18. Bxh8 Nxg3 leads to a clear advantage for Black) **18. ... Rh8-g8 19. e4-e5 Bd6-c5+ 20. Kg1-g2 g5xf4**

White has already lost the battle, and all because of his careless play in the opening.

21. g3-g4 Nd7xe5 22. Qc2-f5+ Qc7-d7! (this is much stronger than 22. ... Nd7 23. Rad1) **23. Qf5xd7+** (he has to trade the Queens, for after 23. Qxe5 Rxg4+! he would be mated) **23. ... Ne5xd7 24. Kg2-h3 Nd7-b6 25. Bb2-f6 Rd8-d3 26. Ra1-c1 Nb6-d7 27. Bf6-a1 f7-f5 28. Kh3-h4 Bc5-e7+ 29. Kh4-h5 Rg8-g5+** White resigns. A crushing defeat! It is hard to believe that a thirteen-year-old boy could play with such understanding and accuracy.

Game 23
Queen's Gambit Declined

Magherramov — **Kasparov**

Training Match, Baku, 1977

1. Ng1-f3 Ng8-f6 2. d2-d4 e7-e6 3. c2-c4 d7-d5 4. Nb1-c3 Bf8-e7 5. Bc1-g5 h7-h6 6. Bg5-h4 0-0 7. e2-e3 b7-b6

Intuitively sensing the dynamics of positions that may arise in this system developed by Grandmaster Igor Bondarevsky and International Master Vladimir Makogonov, Kasparov has repeatedly adopted it in his tournament and match games. "I am glad that Garri has appreciated this system," says the veteran of Soviet chess Makogonov.

8. Qd1-b3 Bc8-b7 9. Bh4xf6 Be7xf6 10. c4xd5 e6xd5 11. Ra1-d1 c7-c5?!

This pawn sacrifice is both reckless and risky, but, on the other hand, it is only a training session, so why should he not test the sacrifice? The usual line is 11. ... c6.

12. d4xc5 Nb8-d7 13. c5-c6?

White could have captured on b6, winning a pawn, though the game would have been extremely sharp. Whereas if he wanted a quiet

life, he should have completed his development with 13. Be2 Nxc5 14. Qa3 a5 15. 0-0.

13. ... Bb7xc6 14. Nf3-d4 (White has played this move from general considerations, disregarding the specific character of the position on the board: he should have castled) **14. ... Bf6xd4!** (a highly original solution: the well-posted Knight on d4, of course, is unpleasant for Black; still, it is hard to agree to swap it for such an active piece as the Bishop on f6) **15. Rd1xd4** (whereas White chooses the obvious, routine continuation: the correct idea would be 15. ed! Re8+ 16. Be2, and there is a lot of fighting ahead) **15. ... Nd7-c5 16. Qb3-d1 Nc5-e6 17. Rd4-d2 d5-d4!** (No. 41)

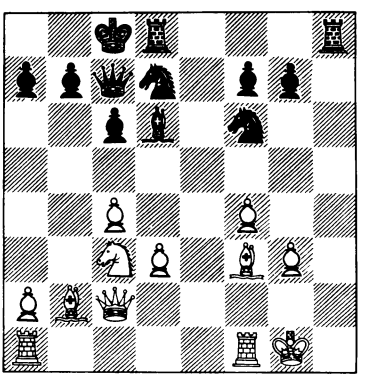
This is a truly "concrete and tactical" opening in Alekhine's style. The unexpected sacrifice of the centre pawn drastically changes the game's character.

18. e3xd4 (White's backwardness in development would be evident in the line 18. Ne2 Qg5! 19. Nxd4 Nxd4 20. Rxd4 Rad8) **18. ... Rf8-e8 19. f2-f3.** The position is very unpleasant for White: if 19. d5, then ... Nf4+ 20. Be2 Nxg2+ 21. Kf1 Bd7!, and if 22. Kxg2, then ... Qg5+ 23. Kf1 Bh3+ 24. Ke1 Qg2 is decisive.

19. ... Bc6xf3! (after this beautiful rejoinder, White's hopes of sheltering his King on f2 have collapsed: now 20. Qxf3 is met by 20. ... Ng5+) **20. g2xf3 Qd8-h4+ 21.Rd2-f2 Ne6xd4+ 22. Bf1-e2** (22. Ne2 would lead to a comical mate: 22. ... Nxf3) **22. ... Nd4xf3+ 23. Ke1-f1 Qh4-h3+ 24. Rf2-g2 Nf3-h4 25. Rh1-g1 Ra8-d8 26. Qd1-e1** (all White's pieces have crowded around his King in a futile attempt to defend it; however, the thrust 26. Qa4 would leave more hope for White) **26. ... Rd8-d3! 27. Qe1-f2 Nh4-f3!** (both beautiful and very strong) **28. Rg1-h1**

White has a large, yet unconsoling, choice of moves. For instance, 28. Bxd3 Nxh2 mate, or 28 Nd5 Rd1+ 29. Bxd1 Nxh2 mate, or

40



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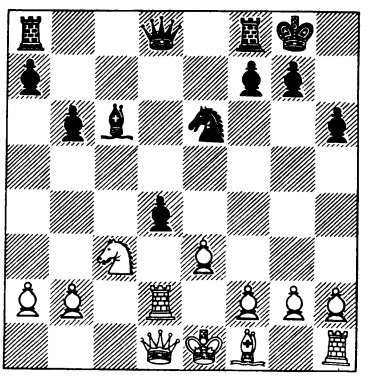

28. Qg3 Nd2+ 29. Ke1 Rxg3 30. Rxg3 Nf3+, followed by 31. ... Nxg1 to decide the issue.

28. ... Rd3-e3 29. Rh1-g1 (White has no useful alternative) **29. ... Kg8-h8 30. Rg1-h1 b6-b5!** White resigns. Black's threat is 31. ... b4, and 31. a3 fails to 31. ... a5.

Game 24
Queen's Indian Defence
Kasparov **Andersson**
1981 Tilburg International Tournament

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 b7-b6 4. a2-a3 Bc8-b7 5. Nb1-c3 Nf6-e4 (Kasparov believes that 5. ... d5 is more promising for Black) **6. Nc3xe4 Bb7xe4 7. Nf3-d2!** Reminiscent of Alekhine's idea in the Alekhine-Marshall game cited above. White puts pressure on the central squares.

7. ... Be4-g6?! (to 7. ... Bb7, White would respond with 8. e4 but, as it is, Black will have to watch closely the long diagonal h1-a8) **8. g2-g3! Nb8-c6** (8. ... c6 9. Bg2 d5 would be better) **9. e2-e3 a7-a6?** The overconfident disregard of the classical laws: he should have developed his K-side pieces at once.

10. b2-b4! b6-b5 (playing to sharpen the situation is unjustified; 10. ... Be7 was necessary) **11. c4xb5 a6xb5 12. Bc1-b2** (but not 12. Bxb5 Nxb4!) **12. ... Nc6-a7 13. h2-h4!** (provoking Black's K-side weakening) **13. ... h7-h6** (13. ... h5 would be slightly better) **14. d4-d5** (No. 42)

Here is the retribution for the "illegally broken balance". Now White has a potent attack.

14. ... e6xd5 15. Bf1-g2 c7-c6 16. 0-0

"The development of the Black pieces is delayed, while White's threat to open up the game by means of e3-e4 is, in fact, irresistible." (G. Kasparov)

16. ... f7-f6 17. Rf1-e1! Bf8-e7 18. Qd1-g4 Ke8-f7 19. h4-h5 Bg6-h7 20. e3-e4 d5xe4 21. Bg2xe4 Bh7xe4 22. Nd2xe4 Na7-c8

The strategical principle stating that pieces should be co-ordinated has been violated by Black, resulting in his loss of the game. The Knight on a7 will not get to the battlefield in good time.

23. Ra1-d1 Ra8-a7 24. Ne4xf6! (the chastising tactical blow) **24. ... g7xf6** (24. ... Bxf6 25. Qg6+ Kf8 26. Bxf6 gf 27. Re6!, etc. is quite hopeless) **25. Qg4-g6+ Kf7-f8 26. Bb2-c1! d7-d5 27. Rd1-d4!** (this is even stronger than 27. Bxh6 Rxh6 28. Qxh6+ Kg8 29. Rd4 Bf8) **27. ... Nc8-d6 28. Rd4-g4 Nd6-f7 29. Bc1xh6+! Kf8-e8** (or 29. ... Nxh6 30. Qg7+, etc.) **30. Bh6-g7** Black resigns; he cannot prevent the White h-pawn from queening.

Here is yet another instructive example.

Game 25
Queen's Pawn Opening
Van Der Wiel **Kasparov**
1982 Moscow Interzonal

1. d2-d4 Ng8-f6 2. Bc1-g5 Nf6-e4 3. Bg5-f4 c7-c5 4. d4-d5 Qd8-b6 5. Bf4-c1

In this relatively seldom played opening, 5. Qc1 is usual; 5. b3 is, of course, bad in view of 5. ... Qf6!, but the move actually made by White reflects his peculiar nihilistic attitude—as if he wishes to say that for him, a master, the principles of development in an opening are not mandatory.

5. ... e7-e6 6. f2-f3 Qb6-a5+ ("It is useful to shift the opponent's c-pawn to c3, where it occupies the Knight's post."—Kasparov) **7. c2-c3 Ne4-f6 8. e2-e4 d7-d6 9. Nb1-a3**

Here 9. Bd2!? Qb6 10. c4 Qxb2 11. Nc3 (Vyzhmanavin-Elvest, 1984) is of interest. As Kasparov pointed out, Black should have played 9. ... ed 10. c4 Qc7 11. cd g6.

9. ... e6xd5 10. e4xd5 Bf8-e7 11. Na3-c4 Qa5-d8

Although Black has thrice moved his Queen in the opening, he has the lead in development. Moreover, the White pawns on c3 and f3 can hardly be regarded as adornments.

12. Nc4-e3 0-0 13. Ng1-e2 Rf8-e8 14. g2-g4?

Played in the same reckless mood, White's hopes for an attack are unjustified, for it cannot arise out of nothing.

14. ... Nf6-d7!

A "specific-and-tactical" solution to his opening problems. White will soon become aware of the gaping weaknesses in his camp.

15. Ne2-g3 Be7-g5 16. Ke1-f2 Nd7-e5! (No. 43)

On 17. h4, Black may continue 17. ... Bxe3+ 18. Bxe3 Qf6, with

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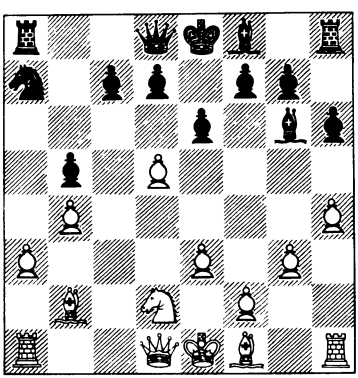

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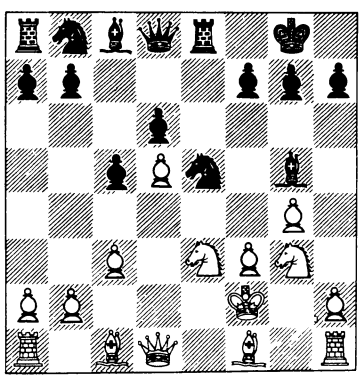


the extremely unpleasant threat of 19. ... Nxg4+.

17. Bf1-b5 Bc8-d7 18. Bb5xd7 Nb8xd7 19. Ne3-f5 c5-c4! (the decisive invasion of the Black Knight to d3 cannot be prevented) **20. Ng3-h5** (20. Bxg5 would be a sturdier defence, though) **20. ... Ne5-d3+ 21. Kf2-g3 Bg5xc1 22. Ra1xc1 g7-g6!** White resigns. If 23. Qd2, then 23. ... gh 24. Qh6 Qf6.

Commenting on the outcome of this game, one can use the words of one of the classics of chess, José Raúl Capablanca: "Many players attempt to attack when their pieces are scattered all over the board, quite uncoordinated; and they eventually start looking with surprise for the mistake they have made."

TOP-LEVEL COMPETITIONS

For every player, especially a youth, an encounter with a World Champion is a great event. This is not only a very difficult examination, but also a great opportunity to test one's strength and potential.

"A World Champion is the best embodiment of his epoch in chess. It is from them, World Champions, that we can judge how chess has developed," says Garri Kasparov about his predecessors. And Kasparov's games may testify that his play has for a long time already had the same standard of excellence as that of his inspirers.

The chapter includes the games played by Kasparov in important events, against different World Champions up to the moment he began his finishing spurt to the summit of Olympus, i.e., his match with Vasili Smyslov (Vilnius, 1984) and his World Championship Matches with Anatoly Karpov. The reader will find two games from the Kasparov-Smyslov match on pages 104, 136.

Game 26
Petroff Defence
Kasparov **Karpov**
Match of Four Soviet Teams,
Moscow, 1981

1. e2-e4 e7-e5 2. Ng1-f3 Ng8-f6 3. Nf3xe5 d7-d6 4. Ne5-f3 Nf6xe4 5. d2-d4 Bf8-e7 6. Bf1-d3 d6-d5 7. 0-0 Nb8-c6 8. Rf1-e1 Bc8-f5 9. Nb1-d2

This opening system had for a long time collected dust on the shelves, at best occurring in unimportant tournaments. However, in recent years, it has found its second wind and nowadays many of the world's leading players are willingly adopting the Petroff as Black. The credit for granting this defence the brand of high quality goes first of all to several Soviet Grandmasters, notably Anatoly Karpov, who have been its leading exponents.

Instead of the move in the game, 9. Nc3 and 9. a3 have also been played here, though without much success. However, 9. c4 is very strong; for example 9. ... Nb4, and now White should play 10. Bf1! with an active game, rather than 10. cd? Nxf2!

9. ... Ne4xd2 10. Qd1xd2 Bf5xd3 11. Qd2xd3 0-0 12. c2-c3 Qd8-d7

Thus far the opponents have repeated the Adorjan-Huebner game (Bad Lautenberg, 1980). The theoreticians have assessed the position as roughly even. Kasparov, however, has a different opinion, demonstrating that White's pressure on the centre is real and perceptible.

13. Bc1-f4 a7-a6 14. Re1-e3 Ra8-e8 15. Ra1-e1 Be7-d8 16. h2-h3 Re8xe3 17. Re1xe3 (on 17. Qxe3 Black would respond 17. ... Qf5) **17. ... f7-f6** (the obvious 17. ... Re8 could lead to some difficulties for

Black after 18. Qf5! Re6 19. h4 g6 20. Qh3 Qe8 21. Rxe6 Qxe6 22. Qxe6 fe 23. Ng5, for he is faced with the task of protecting the squares e5 and g5) **18. Re3-e2 Rf8-f7** (Black should remain on the alert, for if 18. ... Ne7, then 19. b3 and now 19. ... Qf5? would be premature, because of 20. Qxf5 Nxf5 21. g4: the line 19. ... c6 20. c4 Qf5 is better, but here, too, White has the initiative after 21. Qe3) **19. Nf3-d2 Bd8-e7** (White stands better also in the event of 19. ... Re7 20. Nb3 Rxe2 21. Qxe2, and to 21. ... Be7 he can reply with the strong 22. Qg4!) **20. Nd2-f1 Be7-f8 21. Qd3-f3 Rf7-e7?** (offering to trade the Rooks at this juncture does not relieve Black from his difficulties, either: 21. ... Nd8 would have been a better choice) **22. Nf1-e3 Nc6-d8** (No. 44)

23. Bf4xc7! (the correct assessment of the position: the Black pieces are passive and the White pawns are becoming really strong)

23. ... Qd7xc7 24. Ne3xd5 Qc7-d6

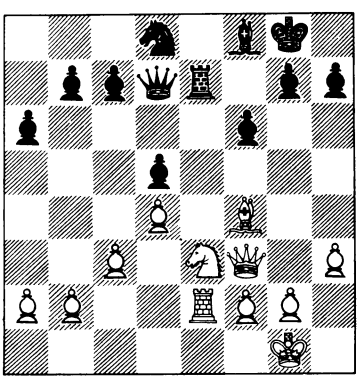
White's cunning plan would have revealed itself in the variation 24. ... Rxe2 25. Nxc7 Re1+ 26. Kh2 Bd6+ 27. g3 Bxc7 28. Qf5 Re7 (28. ... Re6 29. c4) 29. Kg2, followed by the advance of the pawns "c" and "d".

25. Nd5xe7+ Bf8xe7 26. Qd3-e4 Be7-f8 27. Qe4-e8?

An impulsive reaction—Kasparov has got too excited, perhaps. Instead of the text move, he should methodically have mounted the pressure, e.g., 27. c4! would pose difficult problems for Black. Many commentators of this thrilling game suggest the following variation: 27. ... b6 28. g3 Nf7 29. Kg2 g6 30. Rc2 f5 31. Qf4! Qc6+ 32. Qf3, and it is hard for Black to hold his position.

27. ... g7-g6 28. a2-a4 Kg8-g7 29. b2-b4 (White has underestimated his opponent's counter-chances. Playing too sharply for a win, Kasparov gradually lets his winning chances slip) **29. ... Qd6-c7 30. Re2-e3 Nd8-f7 31. Qe8-e6 Qc7-d8 32. a4-a5 h7-h5 33. Qe6-e4 Qd8-d7 34. Qe4-e6**

44



Kasparov has lost the thread and, being in time trouble, just starts marking time.

34. ... Qd7-d8 35. Kg1-f1?

The White King is poorly posted here. He should have attempted 35. Re1, which still could lead to double-edged variations, for instance, 35. ... Bd6 36. c4! Bxb4 37. Rb1 Qxa5 38. c5 Qb5 39. Rb3 a5 40. Rf3 Qc6 41. Rxf6 Qxe6 42. Rxe6.

On 35. ... Nh6, 36. Qb6 is very strong and if 36. ... Qd5, then 37. c4 Qxc4 38. Qxb7+ Nf7 39. b5, etc.

35. ... Nf7-h6 36. g2-g4 (this leads to a further activation of the Black pieces; however, on 36. Qe4, Black has the adequate answer 36. ... Qc8) **36. ... h5xg4 37. h3xg4 Nh6-f7! 38. Kf1-e2 Nf7-g5 39. Qe6-b6 Qd8-d7 40. Ke2-d3 Bf8-d6 41. Kd3-c2,** and White offers a draw which is accepted.

This game may teach many things, but first of all the art of self-control, of a persistent and systematical attainment of one's object without getting too excited.

The 12th-century Azerbaijan poet Afaaladin Khakani wrote in one of his poems the following lines:

Don't strive to be a Queen—
The straight path she can't tread,
But rather be a Pawn
And go on right ahead!

It will be recalled that, according to the rules of an ancient version of chess—chaturanga—the Pawn in all cases moved one square forward, whereas the Queen was then a weak piece, for it could move only one square diagonally. So "go on right ahead!"

Game 27
English Opening

Karpov — **Kasparov**

Match of Four Soviet Teams,
Moscow, 1981

1. c2-c4 Ng8-f6 2. Nb1-c3 c7-c5 3. Ng1-f3 e7-e6 4. g2-g3 b7-b6 (an alternative, quite playable, is 4. ... d5) **Bf1-g2 Bc8-b7 6. 0-0 Bf8-e7 7. d2-d4 c5xd4 8. Qd1xd4 d7-d6 9. Bc1-g5 a7-a6** (with the build-up Black has chosen, he cannot do without this move, because his pawn on d6 may be attacked both by White's heavy pieces along the d-file and by the White Knight should it appear at b5) **10. Bg5xf6 Be7xf6 11. Qd4-f4** (11. Qd3 is also playable) **11. ... 0-0** (in the event of 11. ... Bxc3, the pawn on d6 would be highly vulnerable) **12. Rf1-d1 Bf6-e7 13. Nc3-e4 Bb7xe4** (Black would have many weak spots in his camp should he continue 13. ... e5 14. Qe3; and if 14. ... f5?, then 15. Neg5) **14. Qf4xe4 Ra8-a7 15. Nf3-d4 Qd8-c8 16. b2-b3** (16. Rac1 could be answered by 16. ... Rc7) **16. ... Rf8-e8 17. a2-a4** (this move

was criticised by the commentators, yet none of them could indicate a way in which White would gain the advantage) **17. ... Qc8-c5 18. Ra1-a2 Be7-f6** (Kasparov does not want to allow the activation of the White Rooks after 18. ... Bf8 19. a5 ba 20. Rda1) **19. Ra2-d2 Ra7-c7 20. Qe4-b1!** (the World Champion's delicate manoeuvres have posed difficult problems for Kasparov: White now threatens to play 21. b4) **20. ... Bf6-e7** (not, of course, 20. ... Qb4 in view of 21. Nc2) **21. b3-b4 Qc5-h5 22. Rd2-c2**

Not the best. 22. b5! would be much stronger and would secure White's advantage; for example, 22. ... Rxc4? 23. ba Nxa6 (23. ... Rxa4 24. Nc6! Bf8 25. a7) 24. Qxb6, etc.; or 22. ... a5 23. Nc6, with strong pressure.

22. ... Re8-c8 23. b4-b5? (but now this move is weak, and White should have played 23. Qb3) **23. ... a6xb5 24. a4xb5** (he has to recapture with the a-pawn, because of 24. cb Rxc2 25. Nxc2 Qxe2, while after 24. Nxb5 Rd7 White would have many weaknesses) **24. ... Rc7xc4** (Kasparov had to calculate the consequences of this capture very exactly, for now White can reply 25. Nc6). (No. 45)

And what has he got to answer the White Knight's invasion to c6? His idea is as follows: 25. Nc6 Rxc2 26. Nxe7+ Kh8! (but not 26. ... Kf8 27. Nxc8 Qxe2 28. Rf1 Rxc8 29. Qxh7) 27. Bf3! Qe5! (27. ...Qc5 would be weak in view of 28. Nxc8 Qxc8 29. Bc6 Rc5 30. Rxd6 Nxc6 31. Qd3!) 28. Nxc8 Rxc8, winning a pawn.

25. Rc2xc4 Rc8xc4 26. Qb1-a2 Qh5-c5 27. Qa2-a8 (the commentators pointed out that after 27. Qa7 Qc7 28. Qxc7 Rxc7 29. Ra1 Nd7 30. Ra8+ Bf8 31. Bc6 Ne5 32. Rb8 Nc4, Black would have had real winning chances) **27. ... Rc4xd4 28. Qa8xb8+ Be7-f8 29. Rd1-a1 d6-d5?**

Having won a pawn, Kasparov fails to find the best method of exploiting his advantage. His wish to seal up the long diagonal h1-a8,

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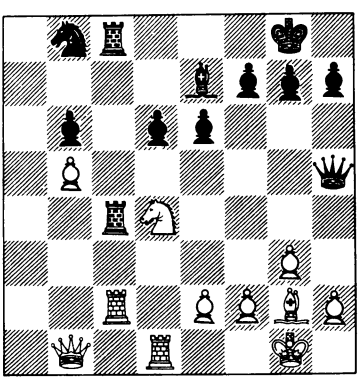

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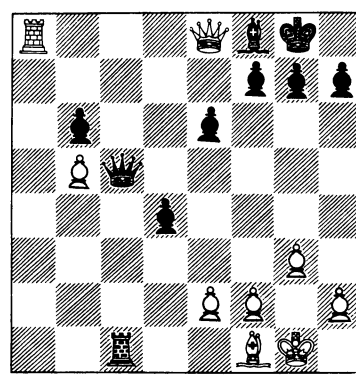

controlled by the White Bishop, as soon as possible is quite understandable. Unfortunately, this Bishop can be transferred to another, also convenient, post. Kasparov later indicated the effective line he should have followed: 29. ... h6! and then 30. Bf1 Rb4 31. Ra8 d5 32. Ra7 Rb1, threatening 33. ... Qc1, or 30. Qe8 Rc4 31. Ra8? Rc1+ 32. Bf1 Qd5! 33. Qxf8+ Kh7, and White is in a bad way from 34. ... Rxf1+. Instead of 31. Ra8?, 31. Bc6 would be stronger.

30. Bg2-f1! Rd4-c4 31. Ra1-a8 Rc4-c1 32. Qb8-e8 d5-d4 33. Ra8-a7 Qc5-f5 35. Ra7-a8 Qf5-c5 (No. 46)

A draw by repetition of moves would be a logical outcome of this exceptionally difficult game, but, with the time on the clock running short, the World Champion overestimates his chances and unjustifiably avoids the repetition.

35. g3-g4? Qc5-d6?

Kindness for kindness. Black intends to answer 36. Ra7 with 36. ... Rc7. However, on the previous move Black had at his disposal the powerful counterblow 35. ... Qb4!, and 36. Ra7 could be countered by 36. ... d3! 37. Qxf7+ Kh8 38. Qf3 d2 39. Ra8 Kg8, and there would be nothing left for White but to resign. The alternative is 36. h3 h6! 37. Kg2 Rc7! with a clear advantage for Black.

36. Ra8-d8 Qd6-b4 37. Rd8-d7 h7-h6 (the variation 37. ... d3 38. Qxf7+ Kh8 39. Rxd3 Qxg4+ 40. Rg3 Qf5 would have led to equality, but the excitement of the fight has overcome both players) **38. Qe8xf7+** (38. Rxf7 is the wrong track, because of 38. ... d3! 39. Qxe6 d2!) **38. ... Kg8-h7 39. g4-g5! Qb4-b1!** (not, of course, 39. ... hg? 40. Qxe6 Qe1 41. Qh3+ Kg8 42. Rxd4, as this would give White the advantage) **40. g5-g6+** (or 40. Kg2 Qe4+ 41. f3 Qf5 42. Qxf5+ ef 43. gh Kxh6 44. Rxd4 Bc5 45. Rd5 f4, with equality) **40. ... Qb1xg6+ 41. Qf7xg6+ Kh7xg6** The game is drawn.

A very exciting, hard-fought duel of two top-class Grandmasters!

Game 28
Queen's Gambit Declined

Kasparov **Karpov**

1981 Moscow International Grandmaster Tournament

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 d7-d5 4. Nb1-c3 Bf8-e7 5. Bc1-g5 h7-h6

The psychological approach: Kasparov himself often adopts this defence variation, so now he will have to fight against his own weapon.

6. Bg5xf6 (the line which has become increasingly popular in recent years, because after 6. Bh4 it is difficult for White to make headway) **6. ... Be7xf6 7. e2-e3 0-0 8. Qd1-d2 Nb8-c6 9. c4xd5** (9. 0-0-0 may result in a very sharp and complicated game) **9. ... e6xd5 10. Bf1-e2 Bc8-f5 11. 0-0 Nc6-e7 12. b2-b4 c7-c6 13. Rf1-c1 a7-a6 14. a2-a4 Qd8-d6 15. Qd2-b2 Rf8-e8 16. Qb2-b3 Ne7-g6 17. Ra1-a2 Bf6-e7 18. b4-b5** Game drawn. All struggle still lay yet ahead, but that day the opponents were in a peaceful mood.

Game 29
English Opening

Smyslov **Kasparov**

Match of Four Soviet Teams,
Moscow, 1981

1. Ng1-f3 c7-c5 2. c2-c4 Ng8-f6 3. g2-g3 b7-b6 4. Bf1-g2 Bc8-b7 5. 0-0 e7-e6 6. Nb1-c3 Bf8-e7 7. b2-b3 0-0 8. Bc1-b2 d7-d6 9. e2-e3 Nb8-d7 10. d2-d4 a7-a6 11. Qd1-e2 Nf6-e4 (the advance e3-e4 should be prevented; now a position has arisen with roughly even chances) **12. Rf1-d1 Qd8-b8** (12. ... Qc7 would be more exact, for the move in the game offers White interesting tactical possibilities) **13. Nc3xe4 Bb7xe4 14. Nf3-e5! Be4xg2 15. Ne5xd7 Qb8-b7 16. Nd7xf8 Bg2-f3** (not 16. ... Bh1 17. d5) **17. Qe2-d3 Ra8xf8 18. Rd1-d2** (18. d5 ed 19. cd Bxd1 20. Rxd1 Re8 would lead to equality) **18. ... f7-f5** (No. 47)

White has won the Exchange, but the Black Bishop on f3 is so powerful that White's chances can be estimated as about even. On 19. d5, Black would have replied 19. ... e5. As Kasparov himself has subsequently indicated, 19. a3! would be White's best choice.

19. Ra1-e1 (a colourless move: he should have played 19. Bc3, intending the advance b3-b4 with an active play on the Q-side) **19. ... Qb7-c8** (the inaccurate 19. ... Qc6? would give White tempo for breaking through in the centre with 20. d5!) **20. Qd3-c3?** (both White's previous move and this move show that he has failed to find the correct plan: the time has come to get rid of the annoying Bishop on f3 by returning the Exchange: 20. dc bc 21. e4! fe 22. Rxe4) **20. ... Rf8-f6 21. a2-a3** (three errors in a row are extremely rare in Smyslov's games: he should have played 21. Qd3) **21. ... Qc8-e8 22. d4xc5 Qe8-h5!** (No. 48)

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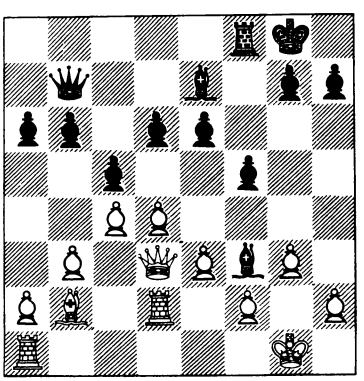

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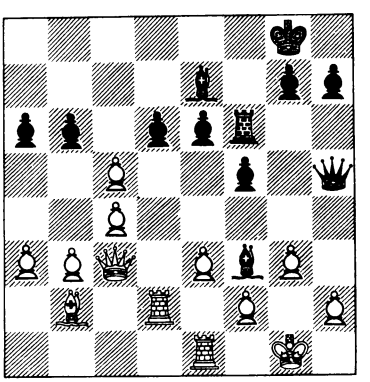


Black's attack has become very dangerous. White has to ward off not only the threat of the Black Queen's inroad to h3 but also the straightforward 23. ... Qxh2+.

23. h2-h4 Qh5-g4 24. Kg1-h2 b6xc5 25. Re1-h1 (the futile attempt to thus ransom his King's freedom: on 25. Qd3, 25. ... Rh6 would decide the issue) **25. ... Rf6-g6 26. Kh2-g1 Be7xh4 27. Qc3-a5** (or 27. Rxd6 Bxg3 28. Rd8+ Kf7, etc.) **27. ... h7-h6!**

A precise and cool coup de grâce. The Black King will now be able to take shelter at h7, while the threat of Bxg3 is irresistible. White resigns.

Game 30
Ruy López

Kasparov — **Smyslov**

Match of Four Soviet Teams,
Moscow, 1981

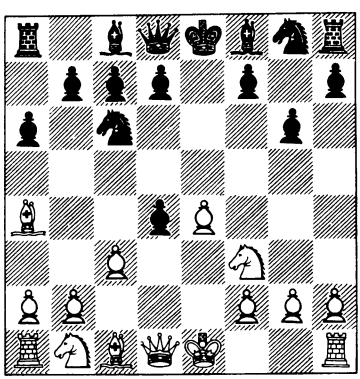
1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 a7-a6 4. Bb5-a4 g7-g6

This old line, thoroughly analysed for the first time by Steinitz, has very rarely been seen in modern master play. Apparently, Smyslov's intention is to test his young opponent's erudition in opening theory.

5. d2-d4 (5. c3 is also playable and then 5. .. Bg7 6. d4 b5 7. Bb3 d6 8. a4 Rb8 9. Bg5, with a small advantage for White) **5. ... e5xd4** (in the case of 5. ... Nxd4 6. Nxd4 ed 7. Qxd4 Of6 8. e5 Qe7 9. Nc3, White would have the advantage) **6. c2-c3!?** (No. 49)

A bold gambit-like idea, which doubtlessly has a positional substantiation in the variation 6. ... dc 7. Nxc3 Bg7 8. Bg5 Nce7 9. 0-0, where White has an active position. Tchigorin once wrote: "Because of my inborn soft spot for attacking chess, I am always quite ready to

49



play for the side which has even the smallest chance for an attack." I think Kasparov would also sign this statement.

Coming back to the game, we note that, instead of the pawn sacrifice offered, the theorists suggest 6. Bg5 as best, and if 6. ... f6, then 7. Bf4.

6. ... Bf8-g7? (undoubtedly, Black should have accepted the challenge by capturing the pawn on c3) **7. c3xd4 b7-b5 8. Ba4-c2 d7-d6** (8. ... Nge7 9. d5 Na5 10. Bd2! is dubious, and if 10. ... Bxb2, then 11. Bxa5 Bxa1 12. Nc3 Bb2 13. d6! Nc6 14. Nd5, with a potent attack: instead of 10. ... Bxb2, he should continue 10. ... Nc4) **9. d4-d5 Nc6-e5** (in the event of 9. ... Nb4 10. Bb3, the Knight on b4 is misplaced; 9. ... Na5 10. 0-0 is also advantageous for White) **10. Nf3xe5 d6xe5 11. a2-a4 Bc8-d7 12. Bc1-e3 Ng8-f6 13. 0-0** (on 13. Bc5, Black would respond with 13. ... Bf8, and if 14. b4, then 14. ... a5!) **13. ... 0-0 14. Qd1-d2 Nf6-e8 15. Be3-c5 Ne8-d6 16. a4xb5 Bd7xb5 17. Rf1-e1 Qd8-d7 18. Nb1-c3 Rf8-b8 19. b2-b4 Bg7-f8 20. Qd2-g5 Qd7-e7 21. Qg5-e3 Qe7-f6** (21. ... Qd7 would be more solid) **22. Bc2-d3 Bb5xd3 23. Qe3xd3 Nd6-b5?** (Black's position is, of course, hardly satisfactory, but he should not have returned the pawn at once: 23. ... Nb7 would be better) **24. Nc3xb5 a6xb5** (or 24. ... Bxc5 25. bc Rxb5 26. Qxb5 ab 27. Rxa8+ Kg7 28. d6, etc.) **25. Ra1xa8 Rb8xa8 26. Qd3xb5 Qf6-a6 27. Qb5xa6 Ra8xa6 28. g2-g4** (in the resulting endgame, White's win is a matter of technique) **28. ...Bf8-d6 29. b4-b5!** (an ingenious move by which White sets up a strong passed pawn) **29. ... Ra6-a8** (or 29. ... Ra4 30. b6! Bxc5 31. bc Ra8 32. Rc1) **30. Bc5xd6 c7xd6 31. b5-b6 Ra8-b8 32. Re1-b1 Kg8-f8 33. Kg1-f1 Kf8-e7 34. Kf1-e2 g6-g5** (after 34. ... Kd7 35. g5 Kc8, White can decide the issue by playing, for example, 36. Rc1+, followed by Rc6; another possibility is 35. ... Ra8 36. b7 Rb8 37. Kd3 Kc7 38. Kc4, etc.) **35. Ke2-d3 Ke7-d7 36. Kd3-c4 Rb8-c8+ 37. Kc7-b5 Rc8-c2 38. Rb1-a1 Rc2-b2+ 39. Kb5-a6** Black resigns.

Game 31
King's Indian Defence

Smyslov **Kasparov**

1981 Moscow International Grandmaster Tournament

1. d2-d4 Ng8-f6 2. Ng1-f3 g7-g6 3. g2-g3 Bf8-g7 4. Bf1-g2 0-0 5. 0-0 d7-d5 6. c2-c4 d5xc4 7. Nb1-a3 c4-c3 (an interesting move: with the natural 7. ... c5 8. Nxc4 cd 9. Nxd4, White would have put strong pressure on the central squares) **8. b2xc3 c7-c5 9. Na3-c4 Nb8-c6 10. Nc4-e5 Nf6-d5!** (an effective method of equalising: now 11. Nxc6 bc is quite acceptable for Black) **11. Bc1-d2 Nc6xe5 12. Nf3xe5 Nd5-b6 13. Bd2-f4 Nb6-d5** Game drawn.

Game 32
Ruy López

Kasparov **Tal**

46th USSR Championship Final.
Tbilisi, 1978

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 a7-a6 4. Bb5xc6 d7xc6 5. 0-0 f7-f6 ("This, purely positional, continuation has a solid reputation. Over the many years of testing the Exchange Variation in tournaments, this line has, perhaps, been adopted most often." —Alexei Suetin) **6. d2-d4 Bc8-g4 7. d4xe5** (the alternative 7. c3 Bd6 8. Be3 leads to a roughly even game) **7. ... Qd8xd1 8. Rf1xd1 f6xe5 9. Rd1-d3 Bf8-d6** (the variation 9. ... Bxf3 10. Rxf3 Nf6, which has frequently occurred in Grandmaster chess, has also stood the test of time) **10. Nb1-d2 Ng8-f6 11. Nd2-c4 0-0**

In the sixteenth game of the World Championship Match between Spassky and Fischer (Reykjavik, 1972), Spassky played 11. ... Nxe4, on which White could well have responded with 12. Nfxe5! (capturing the pawn with another Knight).

12. Nf3xe5 Bg4-e2 13. Rd3-e3 Be2xc4 14. Ne5xc4 Bg6-c5 (14. ... Ng4 also deserves consideration) **15. Re3-f3** (or 15. Re2 Rae8 16. Be3 Rxe4 17. Bxc5 Rxe2 18. Bxf8 Kxf8 with a good counterplay for Black, as in the Stean-Geller game in the 1973 European Team Championship, Bath) **15. ... Nf6xe4 16. Bc1-e3 Rf8xf3 17. g2xf3 Ne4-d6** Game drawn.

Game 33
Sicilian Defence

Tal **Kasparov**

47th USSR Championship Final,
Minsk, 1979

1. e2-e4 c7-c5 2. Ng1-f3 e7-e6 3. d2-d4 c5xd4 4. Nf3xd4 Ng8-f6 5. Nb1-c3 d7-d6 6. Bf1-e2 Bf8-e7 7. 0-0 0-0 8. f2-f4 Nb8-c6 9. Bc1-e3 a7-a6 10. a2-a4 (restricting Black's activity on the Q-side) **10. ... Rf8-e8 11. Kg1-h1 Qd8-c7 12. Qd1-e1**

The move 12. Bf3 is more active. As Kasparov and Alexander Nikitin point out in their monograph *The Sicilian Defence,* the White Queen's manoeuvre carried out in the present game (d1-e1-g3) brings out the delicacy of Black's tenth move, for now Black has at his disposal the important resource Bd8 which solves all his defensive problems. So it happened in this game.

12. ... Nc6xd4 13. Be3xd4 e6-e5 14. f4xe5 d6xe5 15. Qe1-g3 Be7-d8! 16. Bd4-e3 Bc8-e6 17. Ra1-d1 Kg8-h8 (Black would also have played this preventive move in reply to 17. Bg5) **18. Be3-g5 Nf6-g8 19. Bg5-e3** (the chances are even here, which was also demonstrated in the Tal—Andersson game played three years earlier) **19. ... Ng8-f6 20. Be3-g5 Nf8-g8 21. Bg5-e3** Game drawn.

Game 34
Nimzo-Indian Defence
Kasparov **Tal**
Training session game,
Baku, 1980

1. d2-d4 Ng8-f6. 2. c2-c4 e7-e6 3. Nb1-c3 Bf8-b4 4. e2-e3 0-0 5. Ng1-e2 d7-d5 6. a2-a3 Bb4-e7 7. c4xd5 Nf6xd5 (after 7. ... ed, White would find it hard to gain the advantage) **8. g2-g3 Nd5xc3** (8. ... b6 9. Bg2 Bb7 is also rather good here, and 10. e4 Nxc3 11. bc Nc6 12. 0-0 can be countered by 12. ... Na5) **9. Ne2xc3 c7-c5 10. d4xc5** (Mark Taimanov recommends meeting 10. d5 with 10. ... Bf6; for example, 11. Bg2 Bxc3 12. bc ed 13. Bxd5 Nd7 14. 0-0 Nb6 15. Bg2 Qe7, with a roughly even game) **10. ... Be7xc5 11. b2-b4 Qd8xd1+ 12. Ke1xd1 Bc5-e7 13. Bc1-b2 Nb8-c6 14. Kd1-c2 b7-b6 15. Ra1-d1 Rf8-d8 16. Rd1xd8 Nc6xd8 17. Bf1-g2 Bc8-b7 18. Bg2xb7 Nd8xb7 19. Kc2-b3 Nb7-d6 20. Ra1-c1 Ra8-c8 21. a3-a4 a7-a6** (on 21. ... Nc4 White would have played 22. Ne4) **22. b4-b5 a6xb5 23. Nc3xb5 Rc8xc1 24. Bb2xc1 Nd6-e4 25. Bc1-a3** (the right decision: now 25. ... Bxa3 26. Nxa3 Nxf2 would be countered by 27. Nc4, setting up an outside passed pawn) **25. ... Kg8-f8 26. Nb5-a7** (intending to carry out the threat indicated above, should Black reply 26. ... Nxf2) **26. ... Ne4-d2+ 27. Kb3-c2 Nd2-c4** Game drawn. A short but interesting game.

In their second game played during the same training session, Kasparov (as Black) adopted the Caro-Kann Defence. After some complications, leaving his King in the centre, he got a good game (No. 50).

Black exercises pressure along the g-file, and the White Knight's position on g3 is hardly promising. White should also pay attention to the defence of his square c2. Tal, therefore, makes up his mind to

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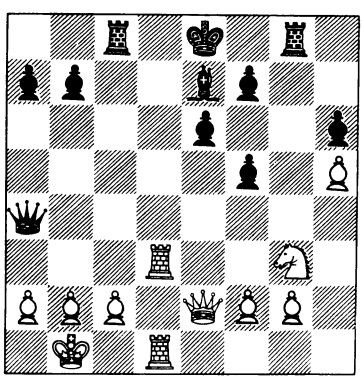

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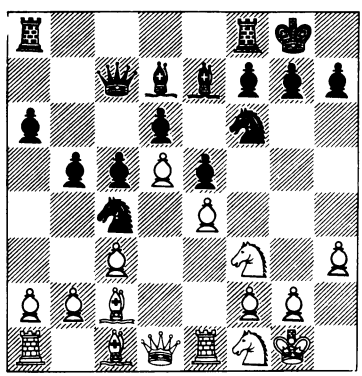


sacrifice his Knight in an attempt to attack the Black King rather than be engaged in laborious defensive work.

22. Ng3xf5?! e6xf5 23. Rd1-e1 Qa4-h4 24. Rd3-e3 Rc8-c7 25. Qe2-b5+ Ke8-f8 (25. ... Rd7? 26. Rd3) **26. Qb5-e5 f5-f4!** (Tal seems to have overlooked this interposition) **27. Re3-e4 Rc7-c5!** (returning a piece, Black enters a favourable ending) **28. Qe5xe7 Qh4xe7 29. Re4xe7 Rg8xg2 30. Re7xb7 Rg2xf2 31. a2-a4 f4-f3!** (the f-pawn becomes menacing) **32. Re1-e4 Rc5-f5 33. Rb7-b5 Rf5xb5 34. a4xb5 Rf2-e2 35. Re4-f4 f3-f2 36. Kb1-a2 Re2xc2 37. Ka2-b3 Rc2-e2 38. Kb3-c3 Kf8-e7 39. b2-b4 Ke7-e6 40. Kc3-d3 Re2-b2** White resigns.

After 41. Kc3 Ra2 42. Kb3 Re2 43. Kc3 f5, the Black King marches to e5 and e4, thus deciding the issue.

Kasparov's first meeting with Tigran Petrosian at the board took place in the International Tournament at Banja Luka, Yugoslavia, 1979.

Game 35
Ruy López

Kasparov — **Petrosian**

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 a7-a6 4. Bb5-a4 Ng8-f6 5. 0-0 Bf8-e7 6. Rf1-e1 b7-b5 7. Ba4-b3 d7-d6 8. c2-c3 0-0 9. h2-h3 Nc6-a5 10. Bb3-c2 c7-c5 11. d2-d4 Qd8-c7 12. Nb1-d2 Bc8-d7 13. Nd2-f1 Na5-c4 (13. ... Rfe8 is more common here) **14. d4-d5** (No. 51)

Kasparov prefers this formation in the Tchigorin system. Closing the centre, White strives to start an attack on the K-side as soon as possible. The move 14. d5 is relatively seldom played (this plan is usually initiated earlier, on the twelfth move: 12. d5, instead of 12. Nbd2) and the associated variations have been thoroughly explored by Kasparov. The alternatives are 14. b3, 14. Ne3, and 14. Bd3.

14. ... Nc4-b6 15. g2-g4 h7-h5 (just in time! Black should not allow White to transfer his Knight to g3, and thus strengthen his position on the K-side) **16. g4xh5 Bd7xh3 17. Nf3-h2! Bh3xf1!**

The right, though paradoxical, decision. Petrosian has immediately sensed the danger and taken the necessary steps to strengthen his defence by eliminating the potentially dangerous Knight. As Kasparov has pointed out, after 17. ... g6 18. Ng3 Kg7 19. Qf3 Rh8 20. h6+ Kg8 21. Nf5!, White has a potent attack. 17. ... Kh7 18. f4 Rh8 19. Ng3 Kg8 20. f5! is dubious, as it would be hard for Black to defend himself.

18. Nh2xf1 Qc7-d7 19. Nf1-g3 Qd7-h3 20. Qd1-f3 g7-g6 21. Bc2-d1! (after 21. h6 Kh7, the White Pawn on h6 would certainly have perished, while the exchange of pawn on g6, by 21. hg, would have led to an activation of the Black pieces) **21. ... Rf8-e8** (avoiding the cunning trap 21. ... Nxh5 22. Nf5!: after 21. ... Kh7 22. Qg2 Qxg2+ 23. Kxg2, White would also have an excellent game) **22. Qf3-g2**

An example of the "tournament sagacity" gradually acquired by the young player from Baku. As Kasparov himself has indicated, 22. Re3!? deserves serious consideration. But why should he burn his boats when, with the points he had already scored, he had every chance to win the tournament?

22. ... Qh3xg2+ 23. Kg1xg2 Game drawn. White stands a little better, but Kasparov firmly decided not to tempt providence this time.

In his monograph *The Ruy López,* Grandmaster Alexei Suetin thus characterises this opening:

"Striving to gain the advantage, White puts pressure on the central squares and, as a rule, avoids an early release of the tension. This promises an interesting, dynamic game."

Such as we have just witnessed in the game shown above.

Two years passed and these opponents met again, this time in the 1981 Moscow International Grandmaster Tournament.

Game 36
Queen's Indian Defence
Kasparov **Petrosian**

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 b7-b6 4. a2-a3 Bc8-b7 5. Nb1-c3 d7-d5 6. c4xd5 Nf6xd5

"The continuation aimed primarily at the further exchange of pieces and the attainment of full equality," thus Grandmaster Yefim Geller characterises this move in his book *The Queen's Indian Defence.* However, Kasparov believes that the text is hardly better than the usual 6. ... ed.

7. e2-e3 Bf8-e7 (Paul Keres recommended 7. ... Nd7) **8. Bf1-b5+ c7-c6** (but here 8. ... Nd7? would lead to a loss of material after 9. Nxd5 ed 10. Ne5) **9. Bb5-d3** (9. Nxd5 Qxd5 10. Bd3 is of interest) **9. ... Nd5xc3** (Petrosian did not have to hurry with this exchange; instead he could have played the rather good 9. ... Nd7) **10. b2xc3 c6-c5 11. 0-0 0-0** (11. ... Nc6, to increase Black's pressure on the d4-pawn, would be more precise) **12. Qd1-c2 g7-g6 13. e3-e4 Nb8-c6 14. Bc1-h6 Rf8-e8** (avoiding the unclear complications that would arise after 14. ... cd!? 15. Bxf8 Bxf8 16. cd Nxd4 17. Nxd4 Qxd4) **15. Rf1-d1 Qd8-c7 16. Qc2-e2 Re8-d8 17. Qe2-e3 e6-e5 18. d4-d5 Nc6-a5 19. c3-c4** (later Kasparov suggested the more promising line 19. Ng5 c4 20. Be2, followed by h2-h4) **19. ... Na5-b3 20. Ra1-a2 f7-f6 21. h2-h4 Bb7-c8 22. Rd1-b1 Nb3-d4 23. Nf3xd4 c5xd4 24. Qe3-g3 Be7-f8 25. Bh6-d2** (avoiding the simplifying exchange and retaining a real chance to attack) **25. ... Bf8-d6 26. Rb1-f1 Qc7-g7 27. a3-a4** (the pawn will be safer here than on a3, and its further advance would enable White to start active play on the Q-side as well) **27. ... a7-a5 28. Ra2-b2 Bd6-c5 29. f2-f4 Bc8-d7** (a natural move, but later Petrosian came to the conclusion that 29. ... h6, taking control of the g5-square, would better suit the purpose of his defence) **30. h4-h5! Bd7xa4?** (this leads to unpleasant consequences for Black;

instead, he should have replied 30. ... gh!) **31. h5-h6 Qg7-c7 32. f4-f5 g6-g5 33. Bd2xg5! f6xg5 34. Qg3xg5+ Kg8-f8** (No. 52)

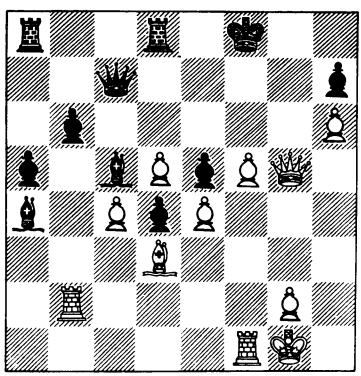
Having boldly sacrificed a Bishop, Kasparov has obtained a powerful attacking position. His intuition has not let him down. The numerous analyses of this sharp situation have revealed that White's advantage is decisive. The winning line is as follows: 35. f6! Qf7 36. Qxe5 Re8 (35. ... Qg6 36. Rxb6!, and if 36. ... Qxh6, then 37. Qe7+!) 37. Qg5 Qg6 (to prevent e4-e5) 38. Rf5 Qxg5 (38. ... Bd7 39. Qxg6 hg 40. Rg5 a4 41. e5 a3 42. h7) 39. Rxg5 Kf7 40. e5 Rg8 41. Rg7+ Rxg7 42. fg Kg8 43. Rf2 Bd7 (43. ... Be8 44. Rf8!+ Bxf8 45. Bxh7+) 44. e6 Ba4 45. e7! Bxe7 46. d6 Bxd6 (46. ... Bg5 47. Bxh7+! Kxh7 48. Rf8) 47. c5, etc.

Needless to say, all these variations indicated by Kasparov and Petrosian are far from exhausting the rich possibilities hidden in the diagrammed position, but they are suggestive of such possibilities.

35. Qg5-f6+? (being pressed for time, Garri steps onto the wrong track: he seems to have been under the false impression that Black has to answer 35. ... Qf7) **35. ... Kf8-e8!** (not, of course, 35. ... Qf7 36. Qh8+ Qg8 37. Qxe5 Re8 38. Qf4, with a formidable attack; the crushing e4-e5 is the threat Black is unable to avert) **36. Rf1-a1 Qc7-e7! 37. Qf6-e6** (if 37. Qxe7+, then 37. ... Kxe7 38. Rxa4 Rd6, and Black has the advantage) **37. ... Rd8-d6!** (finally parrying White's threats) **38. Qe6-g8+ Qe7-f8 39. Qg8-g3** (the last clouds of the storm have now dispersed) **39. ... Qf8xh6 40. Ra1xa4?** (Garri is evidently upset and makes the blunder; yet 40. Re2 Bb3 would be no better for White) **40. ... Qh6-c1+ 41. Kg1-f2 Qc1xb2+ 42. Kf2-f3 Ke8-f7** White resigns.

Why, the reader may ask, are such games presented in a book devoted to Kasparov's creative development?

52



First of all, because this game, too, is illustrative of Kasparov's brilliant combinational talent. Secondly, because, as the saying goes, "all my victories begin with the victory over myself" and surely, in order to recover from such a regrettable defeat as he suffered in the above game with Petrosian, Kasparov had to pull himself together. It will be noted that his loss to Petrosian was the only one in the tournament. Perhaps psychology has something to do with it, but Petrosian used to be a difficult opponent for Kasparov. This is further evidenced by the game they played in the 1981 Tilburg International Grandmaster Tournament. Again Kasparov vigorously attacked, obtained a very promising position, but then over-reached himself, riskily sacrificed a pawn and ... Petrosian succeeded in erecting a powerful rampart. The crisis again came when the time was running short in the following position (No 53).

White threatens to sacrifice the Rook on b5, but the Black King takes over the defender's duties.

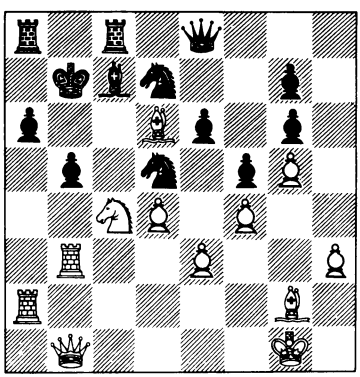
35. ... Kb7-c6! 36. Rb3-a3 (on 36. Rxc7, Black would respond 36. ... bc) **36. ... b5xc4** (and now the Black King proves to be invulnerable) **37. Ra3xa6+ Ra8xa6 38. Ra2xa6+ Bc7-b6 39. Bd6-c5 Qe8-d8 40. Qb1-a1 Nd7xc5 41. d4xc5 Kc6xc5 42. Ra6-a4**, and White resigns.

However, Kasparov finally succeeded in surmounting the difficult psychological barrier by scoring his first victory over Petrosian in the 1982 Bugojno International Tournament.

Game 37
Queen's Indian Defence
Kasparov **Petrosian**

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 Bf8-b4+ 4. Bc1-d2 Qd8-e7 5. g2-g3 Bb4xd2+ 6. Qd1xd2 0-0 7. Bf1-g2 d7-d5 (Vasili Smyslov and

53



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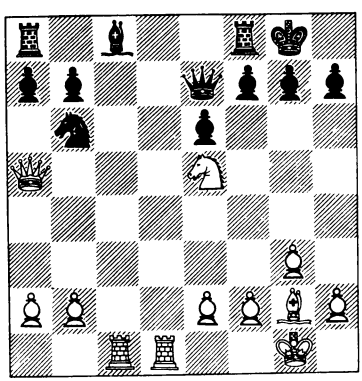

other experts prefer the line 7. ... d6 8. Nc3 e5) **8. 0-0 d5xc4 9. Nb1-a3** (a good plan, for at c4 the Knight will be able to control some of the central squares) **9. ... c7-c5 10. d4xc5 Qe7xc5 11. Ra1-c1 Nb8-c6 12. Na3xc4 Qc5-e7?** (he should have played 12. ... Rd8, and on 13. Qc2, Bd7, thus co-ordinating his Rooks) **13. Nf3-e5! Nc6xe5** (now 13. ... Bd7 is weak, because of 14. Nxd7 Qxd7 15. Qxd7 Nxd7 16. Nd6) **14. Nc4xe5 Nf6-d5 15. Rf1-d1** (not, of course, 15. Bxd5 Rd8) **15. ... Nd5-b6 16. Qd2-a5!** (No. 54)

Black has made only one, seemingly insignificant, mistake; but this was masterfully exploited by Kasparov. Black's position begins to crumble; thus it is hard to see how the Bishop at c8 (and therefore the Rook at a8) can be brought into play.

16. ... g7-g6 (if 16. ... f6, then 17. Nc4 Nxc4 18. Rxc4 b6 19. Qc3, etc.) **17. Rd1-d3 Nb6-d5** (the vain attempt to relieve his position by giving up a pawn, but on 17. ... Rd8, 18. Qc5! would be very strong; for instance, 18. ... Qxc5 19. Rxd8+ Qf8 20. Rxf8 Kxf8 21. Rc7) **18. e2-e4!** (White does not even consider the capture on d5, after which Black would be able to enliven his pieces) **18. ... Nd5-b6 19. Bg2-f1** (the Bishop has done his job here and may now go to another diagonal) **19. ... Rf8-e8** (or 19. ... f6 20. Nc4 Nxc4 21. Rxc4 b6 22. Qc3, the line 20. ... Bd7 21. Nxb6 ab 22. Qxb6 Bc6 23. a3 being not very comforting either; for instance, 23. ... Bxe4 can be met by 24. Rc7) **20. Rd3-d1!** (opening the route to b5 for his Bishop) **20. ... Re8-f8 21. a2-a3 Kg8-g7** (21. ... f6 22. Nc4 Bd7 23. Nxb6 ab 24. Qxb6 Bc6 is also bad, if only because of 25. Bb5) **22. b2-b3** (Black is reduced to immobility, so White does not have to make haste) **22. ... Kg7-g8 23. a3-a4 Rf8-d8 24. Qa5-c5!** Black resigns.

On 24. ... Qc5, there would follow 25. Rxd8+ Qf8 26. Rxf8+ Kxf8 27. Rc7, etc.

Never in his long career as a Grandmaster was Petrosian crushed in such a style!

"Of course, even in a short fight between two Grandmasters one may eventually find out an inexact move, an erroneous combination, or an unsuccessful manoeuvre, but these errors are not so evident and their refutations not so simple, and therefore such short games can also represent finished works of chess art." (Anatoly Karpov)

Kasparov played Boris Spassky, former World Champion, at the international tournaments in Tilburg (1981) and Bugojno (1982).

In their Tilburg encounter, Kasparov excellently handled (as White) a sharp variation of the Indian Defence, and gained the advantage. He then created a number of dangerous threats, won a pawn, and, in an extremely complicated situation, underestimated Black's counter-chances.

After thrilling adventures and mutual oversights the former World Champion won on the 66th move.

The Spassky-Kasparov game at the International Tournament in Bugojno (1982) was also exceptionally hard fought.

Game 38
Sicilian Defence
Spassky **Kasparov**

1. e2-e4 c7-c5 2. Nb1-c3 e7-e6 3. g2-g3 d7-d5

The classical, "centre-oriented" handling of the opening problem, but the fianchettoing of the Bishop has also been employed for a long time in master chess, though. Thus, in an international tournament in Vienna in 1873, the great German master Adolf Anderssen continued here 3. ... b6 4. Bg2 Bb7.

4. e4xd5 (4. d3 is also playable, leading, after 4. ... Nf6 5. Bg2 Be7 6. Nge2 de, to a roughly even game) **4. ... e6xd5 5. Bf1-g2 Ng8-f6 6. Ng1-e2** (after 6. d4 the Black pieces would become active: 6. ... cd 7. Qxd4 Nc6 8. Qd1 d4 9. Nce2 Bc5 10. Nf3 Bf5 11. 0-0 0-0 **6. ... d5-d4 7. Nc3-e4 Nf6xe4 8. Bg2xe4 Nb8-d7** (so far the opponents have repeated a Spassky-Korchnoi game played in the 1978 Candidates' Semifinal Match in Kiev) **9. 0-0 Nd7-f6 10. Be4-g2 Bf8-d6 11. c2-c3** (in the above-mentioned game, Spassky played 11. d3 and, after 11. ... 0-0 12. Bf4 Bg4, gained nothing) **11. ... d4-d3!?** (a daring and risky move: 11. ... 0-0 12. cd cd 13. d3 Re8 would be more solid) **12. Ne2-f4 0-0** (the line 12. ... Bxf4? 13. Qa4+ Bd7 14. Re1+, followed by 15. Qxf4, is weak) **13. Nf4xd3 Bd6xg3 14. f2xg3 Qd8xd3 15. Qd1-f3 Qd3xf3 16. Bg2xf3 Bc8-h3 17. Bf3xb7** (to 17. Rd1, Black would have answered 17. ... Bg4) **17. ... Ra8-e8!** (No. 55)

A correct and bold decision. White would have the advantage after both 17. ... Rxf1 18. Bxa8 Bd3 19. Bf3 Re8 20. b3, and the straightforward 17. ... Rab8? 18. Rg2. In the move played, Kasparov delicately allows for the fact that White's Q-side has not yet been developed.

18. Bb7-g2 (after 18. Rd1 Bg4 19. Rf1 Be2 20. Re1 Bd3!, Black would gain the advantage) **18. ... Bh3xg2 19. Kg1xg2 Re8-e2+**

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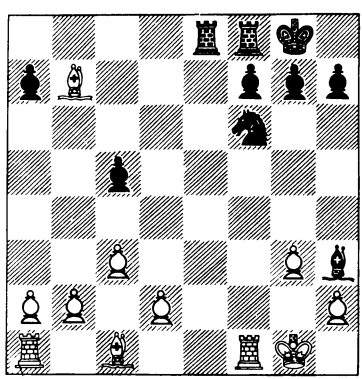


20. Rf1-f2 Rf8-e8 21. b2-b3 (the line 21. d4 cd 22. cd Re1 would keep White thoroughly tied up) **21. ... Re2xf2+ 22. Kg2xf2 Nf6-g4+ 23. Kf2-g2 f7-f5!** (the apparently attractive 23. ... Re1 24. Bb2 Re2+ would result in White's advantage after 25. Kf3 Rxd2 26. Ba3 Nxh2+ 27. Ke4) **24. h2-h3 Ng4-e5 25. d2-d4 c5xd4 26. c3xd4 Ne5-d3** (the excellently co-ordinated Black pieces fully compensate him for his small material loss) **27. Bc1-g5** (the natural 27. Ba3 is refuted by 27. ... Ne1+ and 28. ... Nc2) **27. ... h7-h6 28. Ra1-d1 h6xg5 29. Rd1xd3 Re8-e2+ 30. Kg2-f3 Re2xa2 31. d4-d5 Kg8-f7 32. d5-d6 Kf7-e8** Game drawn. The variation 33. Re3+ Kd7 34. Re7+ Kxd6 35. Rxg7 Rb2 36. Rxg5 Ke6 37. Kf4 Rf2+ 38. Ke3 Rb2, etc. convinces us that the result of the game is quite natural.

I would like to conclude the chapter with Maxim Gorky's words: "Talent is having faith in oneself, in one's strength." Garri Kasparov has this faith.

THE SECRETS OF OPENING STRATEGY

In this chapter, the reader is led through Garri Kasparov's "creative laboratory". But first let's make some general remarks concerning the secrets of opening strategy which will be helpful to those who strive to improve their chess.

The principles governing the general strategy of openings and specific ideas contained in individual openings should be studied together, as an inseparable whole. The material for such a study is provided by treatises, handbooks and, of course, games played by masters and grandmasters, which are published in chess magazines and newspapers. Using these materials, one can do one's own research into opening theory.

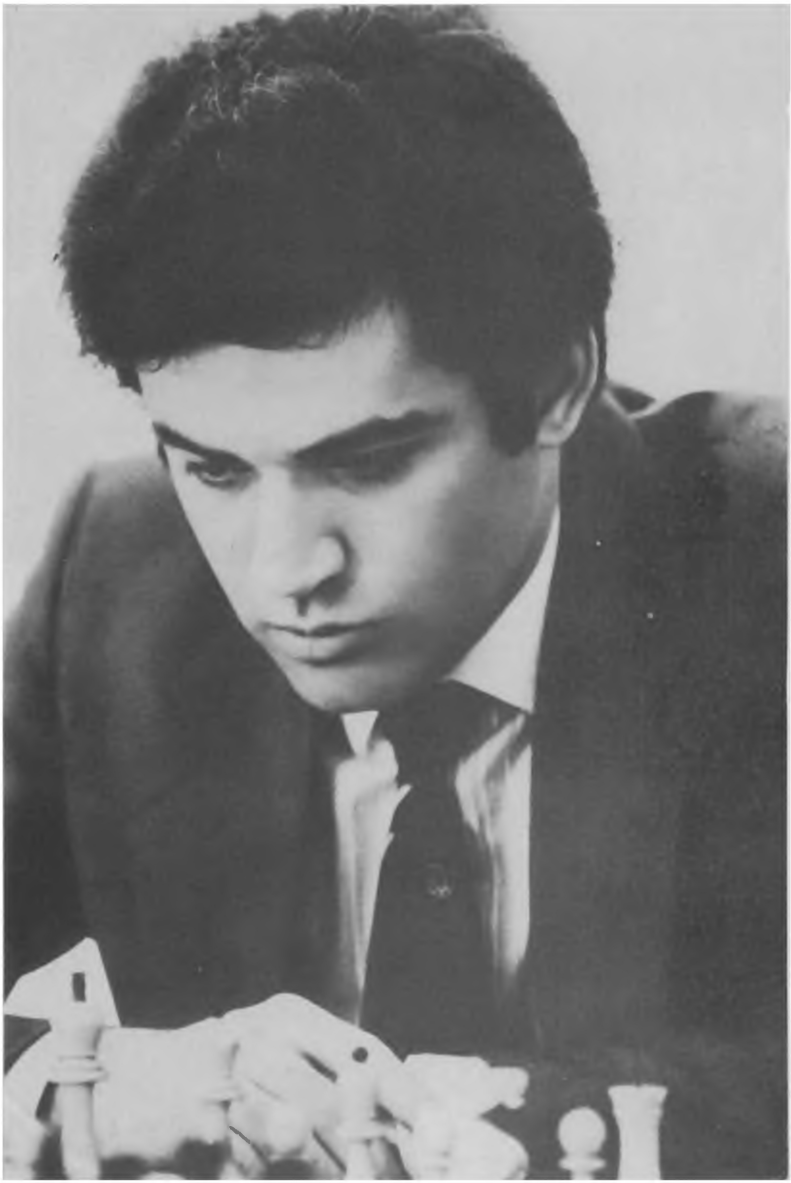
One should not, of course, analyse every game one has come across, but if one has grown interested in an opening scheme, one should first of all understand its basic ideas. An analysis of games and opening variations should not leave puzzled questions, unclear spots. If one fails to understand the purpose of a move in the opening under study, one should again and again search for a clear answer.

As for one's opening repertoire, one should not, while selecting the most convenient methods of opening a game, discard entirely all the remaining openings. Confining one's creative horizon to a single defence as Black or a few attacking schemes as White would lead to one-sidedness. In such a case, a chess-player would never have a broad outlook nor the necessary wide-ranging experience. Indeed, the ideas characteristic of one opening may often be used, to a certain extent, in other openings, which will significantly facilitate getting one's bearings when a relatively unfamiliar situation arises on the board.

The practice of great masters furnishes an instructive example of profound research work on chess. One should not, however, be merely aware of such work. One should also learn to work along these lines. Let us consider, for example, the problem of the intimate relationship between all phases of the game. It is not enough merely to know that such a relation exists, and yet fail to link together these phases in one's own games, on the basis of preparatory work!

It is an important postulate of the Soviet school of chess that an essential component of master play is knowing how the classical principles are taken into consideration when analysing particular opening variations.

Principles gain their importance as inferences from a great wealth of specific facts. In most cases, they are valid. But there are no rules without exceptions, although ... the exception proves the rule for the cases not excepted. At any rate, it is necessary to know that even the most general rules may turn out to be invalid.



(*Top left*) Ex-World Champion Mikhail Botvinnik at his famous chess school with his pupil, young Garri Kasparov

(*Bottom left*) International Grandmaster Kasparov playing against the strongest young chessmen of Vilnius, Lithuania, at a simultaneous exhibition

Garri Kasparov as a graduate of a Foreign Languages Institute (*top*) Preparing for the exams, (*bottom*) at an exam.

Anatoly Karpov was Kasparov's invariable opponent in all four matches for the world title, 1984-87

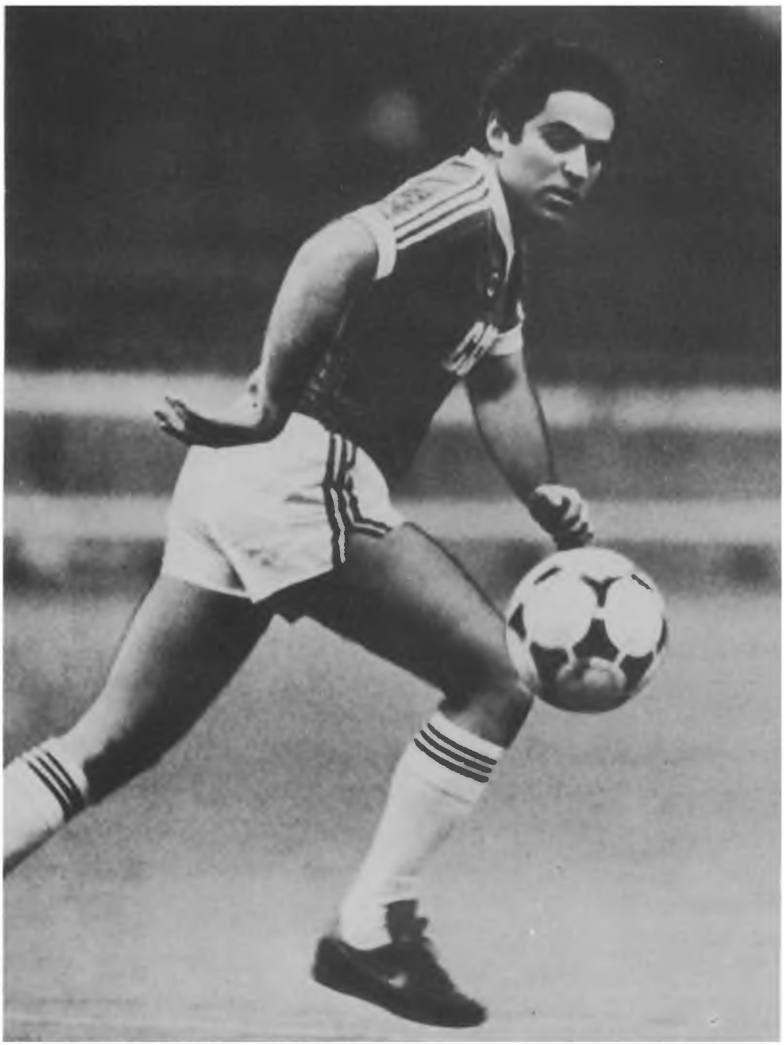
ПАРОВ КАРПОВ

Home city Baku welcoming the youngest ever World Champion

Garri Kasparov—13th World Champion

Training sessions. Kasparov's permanent coach Alexander Nikitin (*top*) and member of Kasparov's team, International Grandmaster Iosif Dorfman (*bottom*)

After a night-long analysis...



Top achievements in modern chess are inconceivable without physical fitness

A cheque for Chernobyl. Kasparov donates 340,000 Swiss francs to help overcome the effects of the disaster

Deep in thought on the shore of the Caspian Sea

Kasparov with Chess Oscar

In general, one should bear in mind that modern opening theory does not claim to give absolutely correct solutions to the extremely complex problems with which it is faced. The theory is constantly advancing, with new concepts emerging as a result of the struggle of opinions and assessments. At every step we may observe that an opening line given up as a bad job has been later rehabilitated owing to some hidden manoeuvre heretofore unappreciated in full.

The impatient reader may remark that the aforesaid has no direct relation to the subject-matter of this book. But we should bear in mind that the colossal work done by Garri Kasparov on the theory of openings has been based precisely on the principles outlined above.

"In my preparatory work, I pay much attention to the opening phase and the very beginning of the middlegame closely related to the opening. To catch an opponent right in the opening of a game is a fairly rare achievement, but to impose on him such character of play which he does not like is a 'touch of class'," says the 13th World Champion.

The 'class', which is also related to the psychological approach, and to the understanding of one's opponent's personality!

This was emphasised by the second World Champion Emanuel Lasker, who wrote, in particular, the following:

"One should adopt such opening systems, play in such a style as one's opponent least likes. In other words, in the course of a fight, one should consider not only the weaknesses of one's opponent's position, but also the most vulnerable spots in his play in general."

It goes without saying that Garri Kasparov's individuality predetermines his "likes" and "dislikes": he has both favourite opening systems and the reserved ones, which he brought into action, for example, in his Candidates' Match with Korchnoi (the Catalan Opening) and in other competitions. He has an exceptionally wide range of vision in chess and the remarkable ability to blaze the trail in an opening, proceeding from classical principles.

"Possessing an almost encyclopaedic knowledge of chess, Kasparov can easily vary his opening strategy," justly remarked Anatoly Karpov's coach, well-known theoretician, Grandmaster Sergei Makarychev.

The examples presented below will to some extent reveal Kasparov's methods of exploring the field of opening strategy.

If you look through a treatise on openings published about forty years ago, you will read there that the line **1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Nb1-c3 c7-c6 4. Ng1-f3 Ng8-f6 5. Bc1-g5 d5xc4 6. e2-e4 b7-b5** is unfavourable for Black because of **7. e4-e5.** Many theoreticians even adorned the move 5. ... d5xc4 with a question mark. This opinion, established when the foundation of the Queen's Gambit was laid at the end of the last century, had never been disputed or questioned for many years.

It happened, however, that Mikhail Botvinnik's attention was drawn to the diagrammed position (No. 56).

True to his principle "take nothing on trust, without testing",

Botvinnik analysed the line thoroughly and came to the unexpected conclusion that the theoretical evaluation of the diagrammed position was not only superficial, but also quite wrong. As a true explorer, he tested, as soon as the opportunity presented itself, the results of his analysis in a tournament. His game with Mikenas, played in the 13th USSR Championship (Moscow, 1944), proceeded as follows:

7. ... h7-h6 8. Bg5-h4 g7-g5 9. Nf3xg5

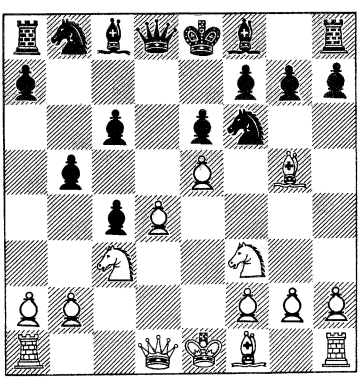
It is exactly this move that the experts thought to be so dangerous for Black, and the reply 9. ... Nf6-d5 was then taken for granted. I remember how much effort was spent to find an acceptable line for Black in the event of 10. Ng5xf7 Qd8xh4 11. Nf7xh8 Bf8-b4 12. Ra1-c1.

This variation (No. 57) repeatedly occurred in important tournaments, where I and my friend, Botvinnik's trainer Vyacheslav Ragozin, adopted it as Black, with very little success, as a rule. It is beyond the scope of this book to take detailed theoretical excursions. Those who wish to do so are referred to the popular Yugoslav *Encyclopaedia of Chess Openings* and other handbooks, where the history and theory of the problem are described.

I would only like to mention that in some tournaments played in 1985-86 White rejected 12. Rc1 in favour of 12. Qd2, intending to castle Q-side. What may happen next can be illustrated by the Ribli-Nogueiras game (Candidates' Tournament, Montpellier 1985), which went as follows: 12. Qd2 c5 13. dc Nd7 14. 0-0-0 Nxd5 15. f4 Qxf4? (he should have played 15. Ne6); 16. Qxf4 Nxf4 17. Nxb5 with advantage to White.

However surprising it may seem, it is a fact that it never occurred to anyone that Black was not obliged to balance at the edge of a precipice, but could simply capture the Knight **9. ... h6xg5!** Indeed, everyone comes across interesting possibilities, but the overwhelming

56



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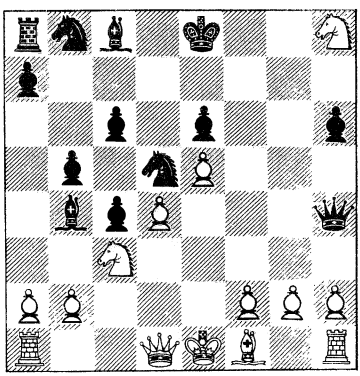

majority of chess-players do not even know about them!

The thing, however, is to find a clear-cut plan of further play rather than a single move. The above-mentioned Mikenas-Botvinnik game went on thus:

10. Bh4xg5 Nb8-d7 11. g2-g3 Qd8-a5 12. e5xf6 b5-b4 13. Nc3-e4 Bc8-a6 14. Qd1-f3 0-0-0 15. Bf1-g2 Qa5-d5 16. Bg5-e3? (16. 0-0 is better) **16. ... c4-c3! 17. b2-b3 e6-e5 18. Ne4-g5 e5xd4! 19. Qf3xd5 c6xd5 20. Ng5xf7 d4xe3 21. f2xe3 Bf8-c5 22. Nf7xd8 Kc8xd8,** and Black's strong passed pawns ensured his victory.

The system acquired wide international popularity after the Denker-Botvinnik game played in the radio match between the USSR and the USA teams in 1945.

1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Nb1-c3 c7-c6 4. Ng1-f3 Ng8-f6 5. Bc1-g5 d5xc4 6. e2-e4 b7-b5 7. e4-e5 h7-h6. 8. Bg5-h4 g7-g5 9. Nf3xg5 h6xg5 10. Bh4xg5 Nb8-d7 11. e5xf6 (along with 11. g3, the text is considered to be the best even now) **11. ... Bc8-b7 12. Bf1-e2 Qd8-b6 13. 0-0 0-0-0 14. a2-a4 b5-b4 15. Nc3-e4 c6-c5 16. Qd1-b1 Qb6-c7 17. Ne4-g3 c5xd4 18. Be2xc4 Qc7-c6 19. f2-f3 d4-d3,** and the then US Champion Denker ran into insurmountable difficulties.

Much water has flowed under the bridge since then, so far as the Botvinnik system is concerned. It has been refuted, rehabilitated, its validity doubted; it has been adopted by such seasoned veterans as Grandmasters Mark Taimanov, Yefim Geller, Ian Timman, Ljubomir Ljubojević, Lev Polugaevsky, Artur Yusupov, Yevgeny Sveshnikov, and many others.

The theory of Botvinnik's system has gradually been developed on the basis of practical tests. Attracted by the system's sharpness and complexity, Garri Kasparov has recently entered the debate.

At the 49th Soviet Championship (Frunze, 1981), both the spectators and the participants took a lively interest in the following encounter.

Game 39
Queen's Gambit Declined
Botvinnik's System

Kasparov — Timoshchenko

1. d2-d4 d7-d5 2. c2-c4 c7-c6 3. Ng1-f3 Ng8-f6 4. Nb1-c3 e7-e6 5. Bc1-g5 d5xc4 6. e2-e4 b7-b5 7. e4-e5 h7-h6 8. Bg5-h4 g7-g5 9. Nf3xg5 h6xg5 10. Bh4xg5 Nb8-d7 11. e5xf6 Bc8-b7 12. g2-g3

This plan of fianchettoing the King's Bishop, suggested by Grandmaster Andre Lilienthal, is the most common.

12. ... c6-c5 13. d4-d5 Qd8-b6

New paths are being sought in the lines 13. ... Nb6 and 13. ... Bh6. True, the manoeuvre 13. ... Nb6 was dealt a severe blow in the Polugaevsky-Torre game (1981 Moscow International Tournament), which went on: 14. de! Qxd1+ 15. Rxd1 Bxh1 16. e7 a6 17. h4! Bh6 18. f4, and the formidable chain of the White pawns proved to be too much

for Black, despite his extra Rook.

14. Bf1-g2 0-0-0 15. 0-0 b5-b4 16. Nc3-a4 (both 16. de and the risky 16. Rb1 have also occurred in tournaments) **16. ... Qb6-b5** (after 16. ... Qa6, 17. a3, as actually played in the game, would be yet more effective) **17. a2-a3!**

This was an idea suggested by the young Master Andrei Kharitonov. In the Ubilava-Timoshchenko game (the 49th Soviet Championship Semifinal) White adopted the weak 17. de? and, after 17. ... Bxg2 18. e7 Bxf1 19. exdQ+ Kxd8 20. Kxf1 Qc6! 21. Kg1 Bd6 22. f4 Re8 23. Kf2 Kc7, Black gained the advantage.

17. ... Nd7-b8 18. a3xb4 c5xb4 19. Bg5-e3 (19. Qg4 also deserves serious consideration) **19. ... Bb7xd5 20. Bg2xd5 Rd8xd5 21. Qd1-e2 Nb8-c6 22. Rf1-c1** (No. 58)

This extremely complicated position has remained the subject of a heated theoretical dispute since the time of the game we are now examining. How can it be assessed? Who has the advantage? In spite of severe testing, both analytical and practical, an unambiguous solution has not yet been reached.

22. ... Nc6-a5

Timoshchenko already had the same position (as Black) in an earlier game with Rashkovsky (49th Soviet Championship Semifinal). In that game, he continued 22. ... c3, whereupon White could gain the advantage by 23. Qxb5 Rxb5 24. Nxc3! bc 25. Rxc3 Kd7 26. Ra6 Nd8 27. Rxa7+ Ke8 28. Rc8 Bd6 29. h4! However, Rashkovsky played the weaker 29. Bd4 and Black managed to save himself. Naturally, Timoshchenko does not wish to tempt providence once again by proceeding with 22. ... c3. Nor is 22. ... Kb7 23. Rxc4 Na5 playable, in view of 24. b3!, and if 24. ... Nxb3, then 25. Nc3! bc 26. Rxa7+ Kb8 27. Rxf7, etc.

The Black Knight's raid to a5 is doubtless Timoshchenko's analytical finding. But preparing his own secret weapon, Kasparov more shrewdly assessed the hidden resources available to White in this position. "Having closely analysed the position that had arisen in the Rashkovsky-Timoshchenko game, I came to the conclusion that White has good winning chances," the World Champion later wrote.

23. b2-b3! (Black had possibly counted on 23. Rxa7 Kb7 24. Nb6 c3!) **23. ... c4-c3** (here, too, 23. ... Nxb3 24. Rxc4+ Kd7 is very dangerous for Black because of 25. Nc3! bc 26. Rxa7+ Kd8 27. Rxc3!) **24. Na4xc3! b4xc3 25. Rc1xc3+ Kc8-d7** (or 25. ... Kb7 26. Qc2 Bd6 27. b4!, with a strong attack) **26. Qe2-c2 Bf8-d6 27. Ra1-c1 Qb5-b7**

Black has an extra piece for his lost pawn and his position seems to be relatively safe: at least there are no direct threats in sight. Moreover, White has to think about the safety of his own King, because Black's counter-blow Rxh2 is in the air, being not a very hopeful sign for White.

At that moment the observers rated White's chances rather low (No. 59).

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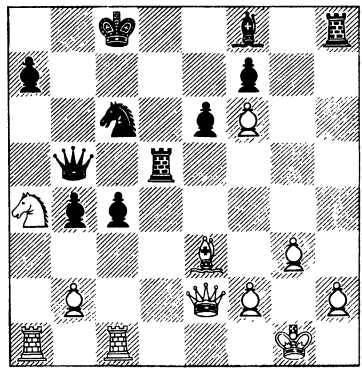

28. b3-b4! (a terrible blow revealing the depth of Kasparov's plan: now 28. ... Rxh2 fails to 29. Qa4+) **28. ... Qb7xb4** (or 28. ... Rb5 29. Qd1! Rxb4 30. Bc5!) **29. Rc1-b1!** (White should not play 29. Rc7+ Bxc7 30. Qxc7+ Ke8 31. Bc5, because of 31. ... Qb7) **29. ... Qb4-g4 30. Be3xa7!** (No. 60)

This is really amazing. Kasparov's analysis could hardly go thus far, but his intuition tells him that he is on the right track to victory. Those present in the tournament hall failed to see anything dangerous for Black even in this position. Various moves were considered. In the postmortem analysis, Kasparov indicated the following variations: 30. f3? Qf5 31. Qa4+ Kd8 32. Rbc1 Qxf6, and Black would have a superior game; or 30. Bf4? Bxf4 31. Qa4+ Kd6 32. Re1 e5, which is

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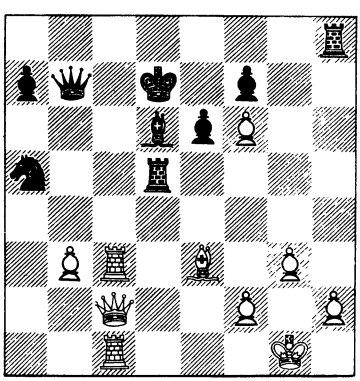

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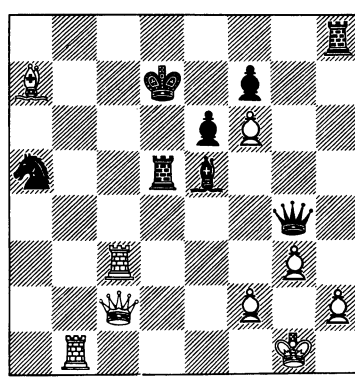


also advantageous for Black. The idea behind the seemingly innocuous, but actually tremendously strong move in the text is that, having removed the Black pawn on a7, White has the very important square b6 at his disposal, his attack raging on.

30. ... e6-e5 31. Qc2-a2! Rd5-d1+

Black's wish to simplify is quite understandable. On 31. ... Qf5, Kasparov intended to play 32. f3! with a crushing attack. In the event of 32. ... e4, White's 33. Qa4+, followed by 34. fe, would decide the issue. As Timoshchenko showed in the postmortem, 32. Re1 is also very strong, for example, 32. ... Ke6 33. Rd1 e4 34. f3!

32. Rb1xd1 Qg4xd1+ 33. Kg1-g2 Qd1-h5 34. Qa2-a4! (not, of course, the obvious 34. Qxa5 Qxh2+ 35. Kf1 Qh1+ 36. Ke2 Qe4+) **34. ... Kd7-e6 35. h2-h4! Qh5-e2** (Black's position is in ruins, he cannot play 35. ... e4 36. Qxe4+ Qe5 37. Qg4+ Qf5 38. Re3+ Be5 39. Qe2, etc.) **36. Qa4xa5 Rh8-a8 37. Qa5-a4 Ke6xf6 38. Qa4-d7 Kf6-g7 39. Rc3-f3 Qe2-c4 40. Qd7xd6 Ra8xa7 41. Qd6xe5+ Kg7-h7 42. Rf3-f5 Qc4-c6+ 43. Kg2-h2** Black resigns.

A surprising game, which introduced fresh themes into the theory of Botvinnik's system. But is Kasparov's plan so irreproachable? After all, White's attack does not move very fast and Black's material superiority is quite considerable.

Doubts, doubts... I was the chief arbiter of that Championship and, to tell the truth, I was not much surprised when, two rounds later, Grandmaster Iosif Dorfman challenged Kasparov to a new dispute over the variation. Indeed, when analysing, in the participants' room, the Kasparov-Timoshchenko game, Grandmaster Sveshnikov, who is a well-known analyst of openings, declared that he was ready to defend Black's position, and Dorfman supported him.

In the Kasparov-Dorfman encounter, the opponents repeated the stem game between Kasparov and Timoshchenko up to the 30th move, which has very seldom happened in tournament practice. Timoshchenko had played 30. ... e5, but after his home analysis Dorfman varied with 30. ... Bd6-e5 and was optimistic about the outcome of the game (No. 61).

There followed **31. Rc3-c5!**

Dorfman underestimated the force of this manoeuvre. As Kasparov has pointed out, 31. f3? is weak (although it was considered to be absolutely necessary by both Sveshnikov and Dorfman), and there could follow 31. ... Bd4+ 32. Bxd4 (32. Kh1 Qxg3 33. Bxd4 Rxd4 34. Rc1 Nc6!) 32. ... Qxd4+ 33. Kh1 Kd6!, with a clear advantage for Black.

31. ... Rd5xc5 32. Ba7xc5!

Again played contrary to what seems obvious. Kasparov's play is above all praise. Dorfman expected 32. Qxc5 Nc6 33. Rb7+ Bc7 34. Bb6 Rc8 and, with his defence looking impenetrable, Black can hope for a favourable outcome.

32. ... Na5-c6

Black has a large, though far from pleasant, choice. Kasparov

indicated the following variations: 32. ... Rc8 33. Qd2+; 32. ... Bc7 33. Qd3+ Kc8 34. Rb4, with an irresistible attack; 32. ... Qc4 33. Qd2+ Kc6 34. Rb6+, etc. All are equally bad for Black.

33. Qc2-d3+ Kd7-c8 34. Rb1-d1!

Again an unexpected, and a very strong, move.

34. ... Nc6-b8

One gets the impression that Black has parried all threats, but the impression is false...

35. Rd1-c1! Qg4-a4 (if 35. ... Bc7, then 36. Bd6) **36. Bc5-d6+ Nb8-c6 37. Bd6xe5 Rh8-d8 38. Qd3-b1! Rd8-d5 39. Qb1-b8+ Kc8-d7 40. Qb8-c7+ Kd7-e8 41. Qc7xc6+ Qa4xc6 42. Rc1xc6 Rd5xe5 43. Rc6-c8+** Black resigns. This is Kasparov's double victory—both as a great master and as an outstanding analyst. Interestingly, two rounds later in the same tournament, Grandmaster Sveshnikov (as Black) playing Kasparov could have adopted Botvinnik's system, but avoided doing so, thereby admitting that he had no answer to Kasparov's assessment of the line.

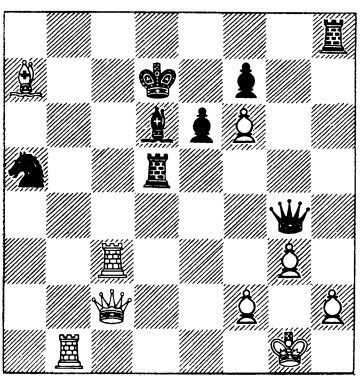
But the study of problematic positions in Botvinnik's system did not, of course, end here. It is hard to find the truth in chess; for, as in life, fallacy lies on the surface, but one has to dig deep to find the truth. Yet, dig one must!

A new word in this variation came from Alexei Shabanov, a schoolboy from Riga, who played (as Black) Valery Salov (now a grandmaster) in a Junior Tournament in Leningrad (1983).

In this position (No. 62), Shabanov, instead of following suit of "the great" by continuing 22. ... Na5, played 22. ... Ne5!, which appears to be stronger, and on 23. Bxa7 answered 23. ... Kb7, resulting, after 24. Nb6, in a double-edged game.

Curious developments took place at the 8th Soviet Spartakiad. In the match between Azerbaijan and Latvia, Kasparov played Tal.

61



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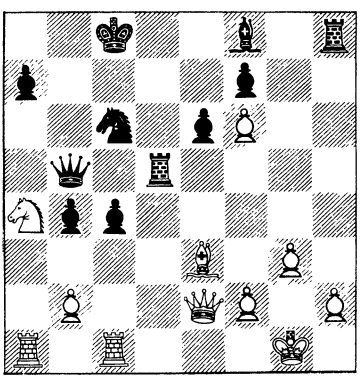


Somewhat unexpectedly, the former World Champion adopted the main line of Botvinnik's system. The players reached the position shown in Diagram 62. Of course, Kasparov had suspected that his rival had something up his sleeve. Yet, it is unlike him to recant. Kasparov bravely took up the gauntlet, notwithstanding the trap waiting for him. But where? It is easy to see what is before you, but hard to see far ahead. That game went as follows: **22. ... Nc6-e5! 23. b2-b3 c4-c3 24. Na4xc3 b4xc3 25. Rc1xc3+ Kc8-b8 26. Qe2-c2 Bf8-d6 27. Be3xa7+ Kb8-b7 28. b3-b4 Ne5-c6 29. Ba7-e3 Bd6-e5.**

The line 29. ... Rc8 30. Rb1 is very interesting, for example, 30. ... Rc7 31. Rc5 Qd3 32. b5 Bxc5 33. bc++ Kxc6 34. Qa4+ Kd6 35. Bxc5+ Rdxc5 (35. ... Kxc5 36. Qb4+ Kc6 37. Rc1+ Kd7 38. Qe7+ Kc8 39. Qxc7 mate, or 35. ... Rxc5 36. Rb6+) 36. Rd1 Rc1 37. Qa6+!

This variation, intended by Kasparov, has been called fantastic by Anatoly Karpov. But Kasparov's spectacular plan was questioned when Masters Vladimir Lepeshkin and Dmitri Plisetsky suggested the counterblow 32. ... Nb4!

30. Rc3xc6 Be5xa1 (No. 63)

White can now force a draw, but not more.

31. Rc6-c7+ Kb7-b8 32. Be3-a7+ Kb8-a8 33. Ba7-e3 Ka8-b8 (33. ... Bd4? 34. Bxd4 Rxd4 35. Qa2+, etc.) **34. Be3-a7+ Kb8-a8 35. Ba7-c5 Ka8-b8**

White could play 36. Ba7+, but Kasparov prefers to fight on with **36. Rc7xf7**, though a draw is inevitable, and was reached after **36. ... Ba1-e5 37. Bc5-a7+ Kb8-a8 38. Ba7-e3 Rd5-d7 39. Qc2-a2+ Ka8-b8 40. Be3-a7+ Kb8-c8 41. Qa2xe6 Qb5-d5 42. Qe6-a6+ Qd5-b7 43. Qa6-c4+ Qb7-c7.** Game drawn.

A peculiar psychological duel took place in the fifth game of the Candidates' Final Match between Garri Kasparov and Vasili Smyslov (Vilnius, 1984). Here is how that game developed.

Game 40
Queen's Gambit Declined
Botvinnik's System
Kasparov **Smyslov**

1. d2-d4 d7-d5 2. Ng1-f3 Ng8-f6 3. c2-c4 c7-c6 4. Nb1-c3 e7-e6

The seasoned veteran of many tournament and match battles, the former World Champion has posed a rather difficult problem for his opponent right in the opening. Will Kasparov again venture to test the Botvinnik variation? For it is clear that Smyslov has something new to say in this tremendously complicated system.

5. Bc1-g5!

An exclamation mark here is a tribute to Kasparov's creative consistency, rather than to the force of the move. So another challenge has been accepted!

5. ... d5xc4 6. e2-e4 b7-b5 7. e4-e5 h7-h6 8. Bg5-h4 g7-g5 9. Nf3xg5 h6xg5 10. Bh4xg5 Bf8-e7!?

A big surprise! Until this game, Black almost invariably replied here 10. ... Nbd7.

11. e5xf6 Be7xf6 12. Bg5xf6 Qd8xf6 13. g2-g3 Nb8-a6! This flank development of the Queen's Knight is the point of Black's plan. Opening handbooks indicate that 13. ... Bb7 leads to White's advantage after 14. Bg2 a6 15. 0-0, intending 16. a4.

14. Bf1-g2 Bc8-b7 15. Nc3-e4!

Kasparov perceives his rival's cunning intentions. The natural 15. Nxb5? could result in a catastrophe for White after 15. ... 0-0-0! 16. Nxa7+ Kb8 17. Nxc6+ Bxc6 18. Bxc6 Nb4! 19. Be4 Rxd4 20. Qe2 Rxe4! 21. Qxe4 Nd3+, etc.

15. ... Qf6-e7 16. 0-0 0-0-0 17. a2-a4 Kc8-b8

Grandmaster Baghirov's recommendation 17. ... f5! is more promising than the text. There may follow: 18. ab cb 19. Rxa6! Bxa6 20. Nc5 Qxc5 21. dc Rxd1 22. Rxd1 b4 23. Bf1 Rd8, and Black has good chances in the endgame.

18. Qd1-d2 b5-b4 19. Ra1-c1 e6-e5 20. Rc1xc4 f7-f5 21. Ne4-g5 c6-c5 22. Bg2xb7 Qe7xb7 23. Qd2-e3 e5xd4 24. Qe3-e5+ Kb8-a8 25. Ng5-e6 (the simple 25. Qxf5 would be stronger) **25. ... Qb7-h7!** (No. 64)

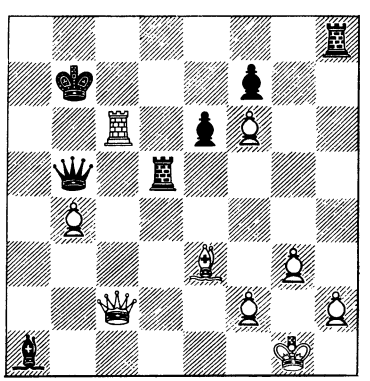
Smyslov starts his counter-attack just in time, for only active play can save him.

26. h2-h4 Rh8-e8 27. Qe5-e2 Rd8-d6 28. Qe2-f3+ Qh7-b7 29. Qf3xb7+ Ka8xb7 30. Ne6xc5+ Na6xc5 31. Rc4xc5

White has a material advantage, but Black's passed pawn on d4 provides him with sufficient compensation for the lost pawn.

31. ... d4-d3 32. Rf1-d1 Re8-e2 33. Rc5-b5+ Kb7-a6 34. Rb5xb4 d3-d2 35. Kg1-f1 Rd6-e6 36. Kf1-g2 Re6-d6 Game drawn.

63



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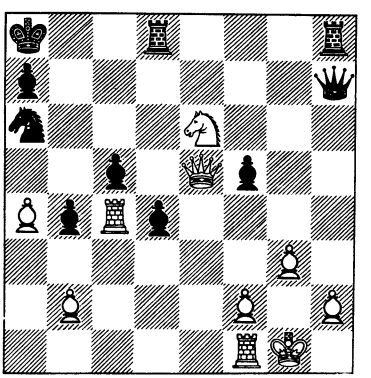

Both this game and the Gavrikov-Kupreichik game played later, in the 52nd Soviet Championship (Riga, 1985), have shown that Smyslov's idea 13. ... Na6! deserves the most serious consideration. In the last-mentioned game, the players repeated the previous one up to Black's 18th move (No. 65).

Here Kupreichik immediately brings his Knight into play with **18. ... Na6-b4.** The game continued: **19. Qd2-f4+ Qe7-c7 20. Qf4xc7+ Kb8xc7 21. Ne4-g5 Rh8-f8 22. a4xb5 c6xb5 23. Ra1xa7 Nb4-c6 24. Bg2xc6 Nc7xc6 25. Ng5-f3 Kc6-b6 26. Rf1-a1 e6-e5!** (Black cannot play 26. ... Bxf3 at once, because of 27. R1a6 mate) **27. Nf3xe5 Rd8xd4 28. h2-h4 Rf8-d8 29. Ng5xf7 Rd4-d1+ 30. Kg1-h2 Rd1xa1 31. Ra7xa1 Rd8-f8 32. Nf7-d6 Rf8xf2+ 33. Kh2-h3 Bb7-g2+! 34. Kh3-g4 Kb6-c5 35. Nd6-f5 Bg2-e4 36. Nf5-e3 Kc5-d4 37. Ne3-d1 Be4-f3+ 38. Kg4-g5 Rf2-d2 39. Nd1-c3 Rd2xb2 40. Kg5-f4 Kd4xc3 41. Kf4xf3 Rb2-h2.** White resigned.

But the thrilling adventures in Botvinnik's System do not end here, of course. Its "resistance to fire" will doubtless be tested in many contests to come. In any case, Kasparov consistently favours White in this variation. This has (indirectly) been confirmed by his handling of the opening in the 47th game of his first, marathon World Championship match with Anatoly Karpov (Moscow, 1984-1985), which was opened thus: 1. Nf3 Nf6 2. c4 e6 3. d4 d5 4. Nc3 c6 5. Bg5.

"Here the Challenger could have played 5. ... dc," wrote Karpov, "but Kasparov refused to adopt the Botvinnik System as Black, and chose 5. ... Nbd7 instead. So that there was no dispute over Botvinnik's System."

Is it merely coincidental that Kasparov takes so much interest in Botvinnik's system? No, of course, not. Here is what he writes:

"At present, many opening systems are known in which Black encroaches upon White's privilege to gain the advantage. The first

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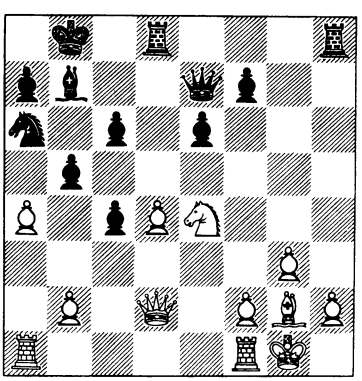

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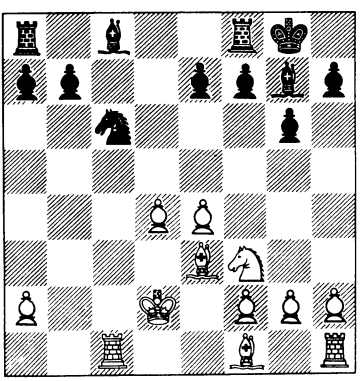

studies in this direction were made by Mikhail Botvinnik. He had often adopted lines, previously regarded as insufficient, relying on his profound analysis and delicate assessment of all the nuances of the positions that resulted from such variations."

The 13th World Champion has trodden in his teacher's footsteps, confidently following the hard path of a researcher, trail-blazer, and discoverer of secrets hidden in so-called inadequate opening systems. Kasparov has successfully confirmed, in his practice and analyses, Alekhine's and Botvinnik's theoretical premise that the three stages of a chess game, opening, middlegame and endgame, are in fact inseparable.

Many years ago Alekhine wrote: "I do not just play chess. In chess, I fight. I therefore willingly blend the tactical and strategical, fantastic and scientific, combinational and positional."

This blend is also typical of Kasparov's researches into openings.

Game 41
Gruenfeld Defence
Kasparov **Romanishin**
Match of Four Soviet Teams,
Moscow, 1981

1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 d7-d5 4. c4xd5 Nf6xd5 5. e2-e4 Nd5xc3 6. b2xc3 Bf8-g7 7. Ng1-f3 c7-c5 8. Bc1-e3 Qd8-a5 9. Qd1-d2 Nb8-c6 10. Ra1-c1 c5xd4 11. c3xd4 Qa5xd2+ 12. Ke1xd2 0-0 (No. 66)

A position characteristic of modern opening strategy. It is difficult to tell where the opening ended and the middlegame began. The diagram perhaps shows a sharp endgame position in which the White King plays a significant role? The questions are simple, but not so the answers to them. The position we are considering is just further evidence of the intimate relationship between all stages of a chess game.

13. d4-d5 Rf8-d8 14. Kd2-e1!

A fine manoeuvre. In reply to the natural 14. ... Ne5, White intends to start sharp complications with 15. Nxe5 Bxe5 16. f4 Bg7 17. Kf2! The reader's attention is called to the fact that neither White nor Black has completed the deployment of his forces.

Commenting on the move actually played in the game, Kasparov noted that White's plan had already been in his arsenal for over a year, waiting for an opportunity to be applied. This is how he prepares his "secret weapons".

14. ... Nc6-a5 15. Be3-g5 Bg7-f6 (on 15. ... f6, 16. Bd2 would be still more unpleasant than in the actual game: 15. ... Bd7! is Black's best chance) **16. Bg5-d2 b7-b6 17. Rc1-c7 Bc8-g4** (17. ... Rd7 seems preferable) **18. Bf1-a6 e7-e6**

Here, too, Black should have played 18. ... Rd7, but instead he decides to open up the files in the centre to exploit the backwardness of the White King's Rook.

19. Nf3-g5!

As usual, Kasparov is ready to complicate. If now Black replies 19. ... ed, then 20 Nxf7 Rd7 21. Nh6+ Kg7 22. Rc8! will be very strong. Kasparov's deep calculation is well illustrated by the variation he presents. 22. ... Rxc8 23. Bxc8 Rc7 24. Bxg4 Bc3 25. Be6 Bxd2+ 26. Kxd2 Nc4+ 27. Ke2 Kxh6 28. Bxd5, with both material and positional advantage.

19. ... Bf6-e5 20. Rc7xf7! e6xd5

On 20. ... h6, Kasparov has prepared the spectacular refutation 21. Nf3! Bxf3 22. Rxf3 ed 23. ed Rxd5 24. Bxh6, winning a pawn.

21. f2-f4! Be5-g7

On 21. ... Bd4, Kasparov intended to continue with 22. Rxh7, for example, 22. ... Nc4 23. e5 Re8 24. h3! and then the tempting piece sacrifice, 24. ... Bxe5 25. fe Rxe5+ 26. Kf2 Rf8+ 27. Kg3, turns out to be a blank shot. If 27. ... Nxd2, then 28. hg! (not, of course, 28. Kxg4? Rxg5+) 28. ... Rxg5 29. Rh8+ Kf7 30. R1h7+ Ke8 31. Bb5+, etc.

The accuracy and depth of Kasparov's calculation are truly amazing.

22. f4-f5

As Kasparov later pointed out, 22. h3! would be much stronger than the move in the text.

The idea behind the move actually played is that on 22. ... gf, White would respond with 23. h3! Bh5 24. Rxg7+ Kxg7 25. Ne6+ Kf6, and now he would play not the evident 26. Nxd8 Rxd8 27. ef Nc4, which gives Black counterplay, but the cunning 26. ef!, posing very difficult problems for Black. Still, Romanishin should have chosen just this line (i.e. 22. ... gf), but parrying White's previous blows has consumed too much time on his clock and, in severe time-trouble, he commits the losing blunder.

22. ... d5xe4? 23. Bd2xa5 b6xa5

The tempting 23. ... e3 is refuted by 24. Rxg7+ Kxg7 25. Bc3+ Kh6 26. Nf7+ Kh5 27. Nxd8 Rxd8 28. Be2.

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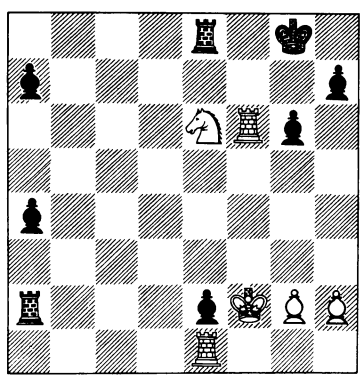

24. Ba6-c4 Bg7-c3+ 25. Ke1-f2 e4-e3+ 26. Kf2-g3 (not, of course, 26. Kxe3? Rd2+) **26. ... Bc3-e5+ 27. Kg3xg4!**

The White King bravely marches on, a purely endgame motif.

27. ... Rd8-d4+ 28. Kg4-h3 Rd4xc4 29. f5-f6 Be5xf6

Black has to give up a piece. If 29. ... Rc7, then 30. Rxc7 Bxc7 31. f7+ Kh8 32. Ne6 Bd6 33. Re1, etc.

30. Rf7xf6 Ra8-e8

Quietly, the game has entered into an ending. White is a piece ahead, but the Black pawn on e3 should be seriously considered.

31. Rh1-e1

Curiously enough, this Rook makes its first move only in the finale of this sharp duel.

31. ... e3-e2 32. Kh3-g3

A technical inaccuracy. After 32. Re6, the Black pawn on e2, Black's main trump, would be quickly lost.

32. ... Rc4-a4 33. Kg3-f2 Ra4xa2 34. Ng5-e6 a5-a4 (No. 67)

White has to play accurately to exploit his advantage. The simple 35. Nd4 would now be correct. In the event of 35. ... a3, White would decide the issue by 36. Rxe2 Rexe2 37. Nxe2, followed by Ra6. In the excitement of the fight, however, Kasparov continues to play for mate.

35. Re1-b1? a4-a3 36. Rb1-b7 e2-e1Q+?

A time-trouble move; 36. ... Rb2! would be much better, for then, as Kasparov himself indicated, it is White who would have to strive for a draw. Kasparov's variation is as follows: 37. Rg7+ Kh8 38. Re7 Rbb8 (38. ... Rc8 39. Rc7) 39. Rxa7 Ra8 40. Rxa8 Rxa8 41. Nd4 a2 42. Nb3 Rb8 43. Rxa2, etc.

37. Kf2xe1 Ra2xg2 38. Rb7-g7+ Kg8-h8 39. Rg7-f7 h7-h5

Here 39. ... h6, depriving the White Knight of the g5 square, would be a more reliable continuation, but Black wants to allow his King more breathing space.

40. Ke1-f1 Rg2xh2?

The last move before the control, played in time-trouble and ... the losing one. In an interesting analysis, Kasparov has shown that Black could still have saved himself by playing 40. ... a2, for instance, 41. Rxa7 and now not 41. ... Rb2, in view of 42. Ng5!, but 41. ... Rxh2 42. Rxg6 a1Q+ 43. Rxa1 Rh1+ 44. Rg1 Rxg1+, etc.

41. Rf6xg6 Re8xe6 (Black thereby admits that he is ready to surrender; yet, the threat of 42. Rh6+, followed by 43. Rg7 mate, was too much for him) **42. Rg6xe6 Kh8-g8 43. Rf7xa7** Black resigns.

A fascinating game!

The following game was played in the 1983 Candidates' Semifinal Match in London.

Game 42
Queen's Gambit Declined
Tarrasch Defence

Korchnoi **Kasparov**

1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Ng1-f3 c7-c5 4. c4xd5 e6xd5 5. g2-g3 Nb8-c6 6. Bf1-g2 Ng8-f6 7. 0-0 Bf8-e7

This is classical chess! The position now reached was very popular at the beginning of the century, then it vanished from major events and has come into fashion again since the Petrosian-Spassky Match in 1969. I should like to state quite definitely, however, that this defence is hardly suitable for every player who wishes to adopt it. He who has the Black pieces must very delicately perceive the dynamics of the struggle, finely co-ordinate his pieces, and be always ready for active operations. A different handling of his opening would merely result in the appearance of a melancholy pawn on d5, to be blockaded and besieged by the opponent.

For Kasparov, though, the Tarrasch Defence is just the thing and, as his trainer Nikitin has noted, "it was surprising how readily it fitted into Garri's opening repertoire".

8. Bc1-e3 c5-c4 9. Nf3-e5 0-0 10. b2-b3 c4xb3 11. Qd1xb3 Qd8-b6

An original idea, typical of Kasparov's understanding of opening problems. The usual continuation is 11. ... Na5, and if 12. Qa4, then 12. ... a6 13. Bd2 Nc4! 14. Nxc4 b5 15. Qa5 bc, with equality.

12. Rf1-c1

The doubling of pawns, by 12. Qxb6 ab, would be rather favourable for White in an ending, but in the middlegame, which is now on the board, Black would counterplay along the a-file.

12. ... Qb6xb3 13. a2xb3 Nc6-b4

The Knight is excellently posted here, reliably protecting the d5-pawn.

14. Nb1-a3

On 14. Nc3, Black would have responded with 14. ... Be6.

14. ... a7-a6 15. Be3-d2 Ra8-b8 (in order to make the move b7-b5 possible) **16. Bd2xb4 Be7xb4 17. Ne5-d3 Bb4-d6 18. Na3-c2 Bc8-g4**

Again, almost imperceptibly, the opening, the middlegame and the endgame have merged into a single whole. A difficult strategical fight, requiring extremely delicate handling, is going on. Instead of the move in the game, 18. ... Be6, followed by Rfc8, would be preferable.

19. Kg1-f1 Bg4-f5 20. Nd3-c5 Rf8-c8 21. Nc2-e3 Bf5-e6 22. b3-b4 Kg8-f8 23. Rc1-c2 Kf8-e7 24. Kf1-e1 h7-h5!

Black does not want to reconcile himself to mere defence. His last move indicates that, should an opportunity present itself, he is ready to start playing actively on the K-side.

25. Rc2-b2 Rc8-c7 26. Nc5-d3 Rb8-a8 27. b4-b5 (No. 68)

Here, again, Alexander Nikitin's words are worth quoting: "Kasparov believes that it is here that White let his advantage slip. White could retain his advantage by ingenious regrouping: 27. Rba2 Rd8

28. Ra5. If, however, the variation is continued, then it can be seen that after 28. ... Rc3! the threat of the Exchange sacrifice on d3 offers Black sufficient counter-chances."

27. ... a6-a5 28. b5-b6 Rc7-c6 29. Rb2-b5?

But now 29. Ra4 Ra6 30. Rb5 Rcxb6 31. Raxa5, with equality after 31. ... Ne4, would be correct.

29. ... a5-a4! 30. Ne3xd5+ (he should have played 30. Nb4) **30. ... Nf6xd5 31. Bg2xd5 Be6xd5 32. Rb5xd5 Rc6xb6 33. Rd5xh5 Rb6-b3 34. Ke1-d2 b7-b5**

White has won a pawn, yet the price is too high, for Black's passed pawns are very dangerous.

35. h2-h4 Ra8-c8 36. g3-g4 (36. Rg5! would be much stronger) **36. ... a4-a3 37. f2-f4 Rc8-c3**

"It is clear that the Knight is the bulwark of White's defence. Giving up a Rook to remove the Knight wouldn't be too high a price to pay. However, Black's task would be easier after 37. ...Rc4, and if 38. Ke3, then 38. ... Rc2 with the terrible threat of 39. ... a2, followed by Rb1. Since the line 38. Rd5 Ke6 39. e4 Rcc3! 40. f5+ Ke7 41. Nc5 Bxc5 42. dc Rh3! would also be bad for White, his only chance would be to look for escape in the variation 38. Ra2 Rxd4 39. Kc2 Rbxd3 40. ed b4." (Alexander Nikitin)

38. Rh5-d5 Ke7-e6 39. Rd5-h5 b5-b4

Having gained a considerable advantage, Kasparov gets too excited and pushes his b-pawn at a very inopportune moment. It will be recalled that this was the sixth game of the match, the score being 3:2 in favour of Korchnoi. After 39. ... Rxd3+ 40. ed Bxf4+ 41. Ke2 (41. Kc2? Rb2+ 42. Kc3 Bd2 mate!) 41. ... Rd6, he would have the same advantages as in the game, but the White Rook on h5 would be out of play.

40. Rh5-a5 Rc3xd3+

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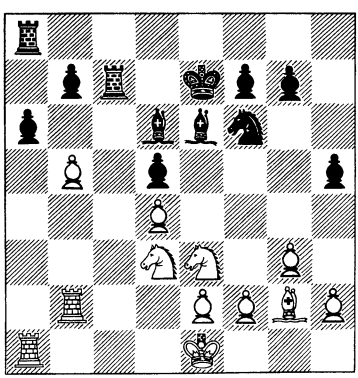


The combinational motives are associated with the utilisation of his strong passed pawns.

41. e2xd3 Bd6xf4+ 42. Kd2-e2 Rb3-c3 43. g4-g5?

When analysing the adjourned game, Korchnoi failed to find the best line 43. Kf3 Bc1 44. Ke4 Kd6 45. d5 b3 46. Ra6+ Kd7 47. Ra7+, with an inevitable draw. One of the main laws of the endgame—the King should be activated—is again confirmed in this particular game.

43. ... Bf4-c1 44. h4-h5 b4-b3! 45. Ra5xa3 Bc1xa3 (45. ... b3-b2? would be refuted by 46. Ra6+) **46. Ra1xa3 b3-b2 47. Ra3-a6+ Ke6-f5 48. Ra6-b6 Rc3-c2+ 49. Ke2-e3 Kf5xg5 50. d4-d5 Kg5xh5**

A Rook-and-Pawn ending in all its splendour! White's only hope is the activity and good co-ordination of his forces.

51. Ke3-d4 g7-g5 52. Rb6-b8 g5-g4 53. d5-d6 Rc2-c6! The White King is lured away from his g-pawn. After the apparently natural 53. ... Rc8 54. Rxb2 g3 55. Ke3! Kg4 56. Rb4!+ Kh3 57. Rb5! Kh2 58. Rb2 g2 59. Kf3, White would be safe.

54. Kd4-e5

"The line 54. Kd5? Rc8 55. Rxb2 g3 56. d7 Rd8 57. Kd6 Kg4 58. Ke7 Rxd7+! 59. Kxd7 f5! is weak, and it can readily be seen that White only lacks tempo to reach a draw." (Alexander Nikitin)

54. ... Rc6-c5+ 55. Ke5-f6 (55. ... Kd4 would be simpler) **55. ... g4-g3 56. Rb8xb2 Rc5-d5 57. Kf6xf7 Rd5xd6 58. Rb2-d2 Kh5-g4 59. d3-d4 Kg4-f5 60. Kf7-e7 Rd6-d5 61. Rd2-d3 Kf5-f4 62. Ke7-e6 Rd5-g5** (No. 69)

The endgame appears to be quite simple and clear. White should, at an opportune moment, give up his Rook for Black's g-pawn and then push forward his own pawn, which also will cost Black a Rook. However, even simple positions may conceal profound ideas.

Korchnoi plays a routine move and loses as a result.

63. d4-d5?

Instead, 63. Rd1! g2 64. Rg1 Ke4 65. d5 Rg6+ 66. Kf7 would have led to a draw.

63. ... Rg5-g6+!

White had only counted on 63. ... g2 64. Rd1 Ke3 65. Rg1, drawing.

64. Ke6-e7 (or 64. Kf7 g2 65. Rd1 Rd6 66. Ke7 Rxd5) **64. ... g3-g2 65. Rd3-d1 Kf4-e5 66. d5-d6 Rg6-e6+ 67. Ke7-d7 Re6xd6+ 68. Rd1xd6 g2-g1Q**, and Black has won the game.

And now let us follow the development of the seventh game of the same match.

Game 43
Catalan Opening

Kasparov — Korchnoi

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. g2-g3 d7-d5 4. Bf1-g2 d5xc4 5. Ng1-f3 Bc8-d7 6. Qd1-c2 c7-c5 7. 0-0 Bd7-c6 8. Qc2xc4 Nb8-d7 9. Bc1-g5 Ra8-c8 10. Bg5xf6 Nd7xf6 11. d4xc5 Bc6xf3 12. Bg2xf3 Bf8xc5 13. Qc4-b5+ Qd8-d7 14. Nb1-c3 Qd7xb5 15. Nc3xb5 (No. 70)

While preparing this opening scheme, Kasparov took into account that the game would quickly pass from the opening to the endgame without actually going through the middlegame. This suits Kasparov because, in the complicated ending that has thus arisen, his King's Bishop exerts strong pressure along the h1-a8 diagonal.

15. ... Ke8-e7 (a typical endgame move, but even in this, seemingly dull, position Kasparov succeeds in creating tactical threats. 15. ... 0-0 would be better) **16. b2-b4! Bc5xb4 17. Nb5xa7 Rc8-c7?**

Again a natural move, and again a not very fortunate idea. The line 17. ... Ra8 18. Rfb1 Rxa7 19. Rxb4 would have left Black more chance for a draw.

18. Rf1-c1! Rc7-d7 19. Ra1-b1 Bb4-d2 20. Rc1-c2 Rh8-d8 (to 20. ... Ra8, White would have answered 21. Nc8+ and 22. Nb6) **21. Bf3xb7 Ke7-f8 22. Na7-c6 Rd7-c7 23. Rb1-b2 Rd8-d6 24. a2-a4**

The stage of exploiting White's material advantage has begun.

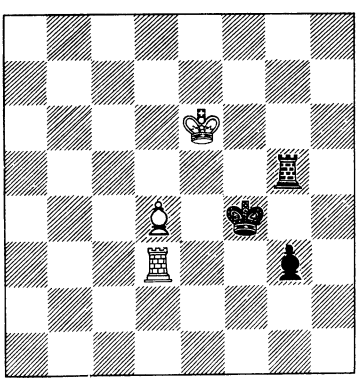
24. ... Bd2-e1 25. Rb2-b1 Nf6-d5 26. Bb7-a8 Rc7-c8 27. Ba8-b7 Rc8-c7 28. Rc2-c4 Nd5-e7 29. Nc6-e5 Be1-a5 30. Rb1-b5 Ne7-g6

Korchnoi spares no effort to confuse the issue, but all his attempts are made in vain.

31. Ne5-c6! Rd6-d1+ 32. Kg1-g2 Ba5-e1 33. a4-a5 Ng6-e7 34. a5-a6 Ne7xc6 35. Rc4xc6 Rc7xc6 36. Bb7xc6 Rd1-a1 37. Rb5-b8+ Kf8-e7 38. Bb8-b7+ Ke7-d6 39. Bc6-b5 Be1-c3 (it was necessary to avert 40. a7, which can now be met by 40. ... Bd4) **40. Rb7xf7 Bc3-f6 41. Rf7-d7+ Kd6-c5 42. Bb5-d3 h7-h6 43. Rd7-b7 Ra1-a3 44. a6-a7 Kc5-d5 45. f2-f3 Kd5-d6** (45. ... Bd4 46. Rd7+ Kc5 47. Be4) **46. Rb7-b6+** Black resigns.

Kasparov's incessant work on the classics of chess, his striving for the verification and re-assessment of any theoretical valuation, his constant search for new, original ideas and plans—these are the exceptionally valuable qualities that are so characteristic of the 13th World Champion.

69



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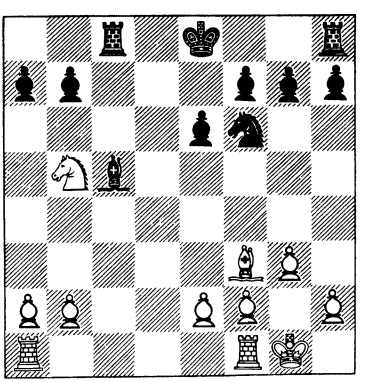


"THE SCIENCE OF WINNING"

This military theory, developed at the end of the 18th centu. y by the famous Russian military leader Alexander Suvorov, sworn enemy of dogmatism and routine in military matters, is well known.

Chess, too, has its own "science of winning". Here is what the Russian master Ilya Shumov wrote over a hundred years ago:

"To win in chess, one must know how to set in motion masses of heterogeneous forces, gain time, exploit one's opponent's mistakes, and compensate for the numerical insufficiency of one's forces by posting them advantageously.

"In a game of chess, as in a military battle, there are moments of inspiration, which can suddenly decide the outcome of the fight or give an unexpected turn to its development."

We have already discussed many aspects of the "science of winning" in chess. This chapter will be devoted to one of the most remarkable factors influencing the player's ability to win, namely, his knowing how "to compensate for the numerical insufficiency of his forces by posting them advantageously".

This skill is based on the possibility of transforming one of the elements of chess strategy—the material force (or value) of pieces and pawns—into other elements, such as space or time. And the cornerstone of such strategy is an effective co-ordination of forces, enabling one to win, as Suvorov put it, "by skill rather than by number".

Needless to say, the 13th World Champion possesses this skill in full. In complicated positions, Kasparov is able to find moves filled with a mysterious intrinsic energy, boldly sacrificing pieces and pawns to make his remaining forces as dynamic as possible. In chess, he is a creator and a fighter.

Passing through his "chess universities" in numerous tournaments and matches, Kasparov learnt the skill of shrewdly assessing the changeability and many-sidedness of situations on the board, the skill of getting to the bottom of his opponent's plans. Having the enviable ability to appraise a situation as a whole, as well as its prospective change, Kasparov at the same time never loses sight of any essential detail.

An important feature of his conducting an attack or a defence is active play in positions with disturbed material balance, the method of struggling for the initiative by sacrificing a pawn or even a piece.

Incidentally, it is a pawn sacrifice that constitutes, as a rule, the most difficult sacrifice in chess. The reason is that pieces are most often sacrificed in decided positions, crowning, so to speak, an attack.

Tal seemed to mean just these sacrifices when he wrote: "Many

sacrifices do not need any particular calculation at all. A glance at the resulting position is enough to see that such a sacrifice is correct."

On the other hand, pawn sacrifices are mostly intuitive, sometimes a mere declaration of one's intention to launch an attack, something like "a bolt from the blue". Such intuitive sacrifices have become a powerful weapon in Kasparov's hands.

The aforesaid can perhaps be best illustrated by the universally acclaimed sixteenth game of the second World Championship Match between Karpov and Kasparov (Moscow, 1985).

Game 44
Sicilian Defence
Karpov **Kasparov**

1. e2-e4 c7-c5 2. Ng1-f3 e7-e6 3. d2-d4 c5xd4 4. Nf3xd4 Nb8-c6 5. Nd4-b5 d7-d6 6. c2-c4 Ng8-f6 7. Nb1-c3 a7-a6 8. Nb5-a3

A familiar position in the Sicilian, which for many years had been tested in numerous competitions. Both theoreticians and players had, prior to this game, believed that White's outposts reliably prevent the liberating advances of the Black pawns, d6-d5 and b7-b5. After the conventional 8. ... Be7 9. Be2 0-0 10. 0-0, White asserted a lasting, and perceptible, pressure.

8. ... d6-d5!

A bold and unexpected pawn sacrifice. Black breaks through his opponent's front at its strongest spot. The idea 8. ...d5! was used for the first time in the Honfi-Dely game played in the Hungarian Championship in 1965. That encounter continued 9. ed ed 10. cd Nb4 11. Qa4+ Bd7 12. Qb3 Be7 13. Bf4 Bg4 14. f3 Nfxd5 15. Nxd5 Nxd5 16. fg Nxf4 17. Qa4+ b5 18. Qxf4 0-0 with a good, well-developed game for Black.

However, the Honfi-Dely game failed to attract the attention of experts.

9. c4xd5 e6xd5 10. e4xd5 Nc6-b4 (No. 71)

For the pawn he has sacrificed, Black has actively posted pieces, but, as no particular threats are in sight, White does not seem to need worry too much.

Curiously enough, the story presented in the previous chapter is, to some extent, repeated here. Then Kasparov's opponents were Grandmasters Gennadi Timoshchenko and Iosif Dorfman who attempted to refute his unusual gambit-like idea and who were subsequently to become trainers of the young grandmaster from Baku.

The point now is that the diagrammed position had already occurred in the 12th game of the same match, played two weeks earlier. In that game, Karpov continued 11. Bc4, and after 11. ... Bg4 (on 11. ... b5 there could follow 12. 0-0!?) discreetly withdrew his light-squared Bishop to e2, agreeing to simplifications, which soon led to a draw.

This time, after thorough preparation, having carefully considered, with his seconds, all the pros and cons, Karpov confidently repeats

the variation, hoping to improve on White's play in the previous encounter. But it is not like Kasparov to surrender his positions without a fight: he has faith in his ideas and their correctness.

11. Bf1-e2 Bf8-c5!

The manoeuvre testifying that the initiative and the concerted action of his pieces is nearer and dearer to Kasparov's heart than a pawn. After the mercantile recapture of the pawn on d5, though, White would gain a clear advantage; for example, 11. ... Nbxd5 12. 0-0 Be7 (12. ... Bxa3 13. Qa4+) 13. Nxd5 Nxd5 14. Qa4+ Bd7 15. Qb3, and Black's defence is far from easy. It is this variation that Karpov has apparently counted on.

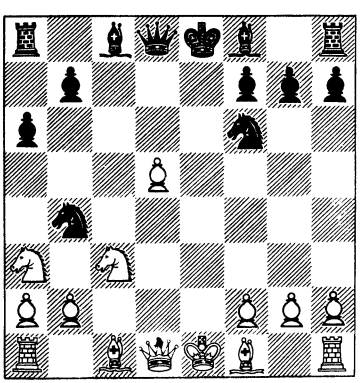
The subsequent studies have shown that 12. Be3 deserves much attention, its purpose being to remove, after 12. ... Bxe3 (12. ... Qe7 is preferable) 13. Qa4+, the active Black Knight on b4. There may follow 13. ... Nd7 14. Qxb4 Bc5 15. Qe4+ Kf8 16. 0-0 b5 17. Nc2 Nf6 18. Qd3 g6 19. Bf3 Bf5. In this complex position, White has slightly better chances. This is how the Karpov-Van Der Wiel game (Brussels, 1986) went. As can be seen, Karpov learnt the lesson of this game with Kasparov, adopting a different plan against Van Der Wiel. Of course, it is yet unclear who will have the last word.

12. 0-0 0-0 13. Be2-f3

Even Karpov, whose positional judgement is truly superb, has this time failed to perceive the danger of playing to retain a material advantage. Indeed, one does have the impression that White will soon be able to bring into play his Q-side pieces, which should decide the issue, for the White pawn on d5 is reliably protected.

But, alas, this is merely an illusion and, instead of clinging to his extra pawn, White should have brought into play his misplaced Knight on a3. After 13. Nc2 Nbxd5, the game would be roughly even.

71



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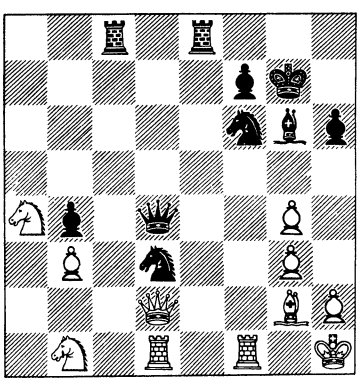

13. ... Bc8-f5

Whereas now the Knight on a3 will for a long time remain idle in his own camp.

14. Bc1-g5 Rf8-e8 15. Qd1-d2 b7-b5 16. Ra1-d1

Even after 16. Qf4 Bg6 17. Bxf6 Qxf6 18. Qxf6 gf, Black would still have the advantage: White's Knight on a3 is out of play, while Black threatens 19. ... Nd3.

16. ... Nb4-d3 17. Na3-b1

Curiously enough, the White King's Knight, moving along the fanciful route g1-f3-d4-b5-a3-b1, finally reaches ... the original square of the Queen's Knight, the travel taking no little time, of course.

17. ... h7-h6 18. Bg5-h4 b5-b4! 19. Nc3-a4

And now this Knight is forced to head for the edge of the board, for on 19. Ne2 the very unpleasant 19. ... Ne5 might follow.

19. ... Bc5-d6 20. Bh4-g3 Ra8-c8 21. b2-b3

With the hope of transferring his Knight to b2 to drive away (or exchange) the vanguard Black Knight on d3.

21. ... g7-g5!

Excellently played. Now 22. Nb2 could be countered with 22. ... Nxb2 23. Qxb2 g4 24. Be2 Rc2, etc.

22. Bg3xd6 Qd8xd6 23. g2-g3

In the event of 23. Be2 Nf4 24. Bc4 Ng4, Black's attack would be very strong.

23. ... Nf6-d7 24. Bf3-g2 Qd6-f6!

White still has a material advantage, but his fate is sealed. All White pieces, especially the Knights, are unhappily placed, and poorly co-ordinated.

25. a2-a3 a6-a5 26. a3xb4 a5xb4 27. Qd2-a2 Bf5-g6 28. d5-d6

Admitting that his plan has miscarried, White still hopes to prolong the fight after 28. ... Qxd6 29. Nb2 Re2 30. Nc4, but the position is such that he will not be able to get away with giving up just one pawn. Equally unconsoling would be the line 28. Bh3 N7e5! 29. Bxc8 Nf3+ 30. Kh1 Be4!, and nothing can save the White King from being guillotined.

28. ... g5-g4!

The initiative above all else! Kasparov is carrying on in a gambit style and with a great spirit.

29. Qa2-d2 Kg8-g7 30. f2-f3 Qf6xd6 31. f3xg4 Qd6-d4+ 32. Kg1-h1 Nd7-f6! (No. 72)

Now the threats of 33. ... Nxg4 and 33. ... Ne4 are irresistible.

33. Rf1-f4 Nf6-e4! 34. Qd2xd3 Ne4-f2+ 35. Rf4xf2 The alternative 35. Kg1 would not save him, either; for instance, 35. ... Nh3++ 36. Kh1 Qxd3 37. Rxd3 Re1+ 38. Rf1 Rxf1+ 39. Bxf1 Be4+ 40. Bg2 Rc1+ 41. Rd1 Rxd1 mate.

35. ... Bg6xd3 36. Rf2-d2 Qd4-e3

Another winning line is 36. ... Re3 37. Nb2 Rc3 38. Nxc3 bc 39. Rxd3 Rxd3 40. Nxd3 c2.

37. Rd2xd3 Rc8-c1! 38. Na4-b2 Qe3-f2!

"Kasparov's each move radiates energy! His object is the enemy King." (Mark Taimanov)

39. Nb1-d2

Too late has the White Knight come into play.

39. ... Rc1xd1+ 40. Nb2xd1 Re8-e1+ White resigns.

One of the most fascinating games played in recent years! Many experts have suggested that the variation should be called the Kasparov Gambit. But if we recall the Honfi-Dely stem game, the Dely-Kasparov Gambit seems to be a more justified name.

In this connection, I cannot help mentioning the naive fallacy that gambits have become obsolete. We should not forget that the ideas behind the King's Gambit, the Evans Gambit, and other "obsolete" openings are quite consistent with the principles which have recently held, though clothed in new garments and enriched by fresh discoveries, a deservedly important place in chess theory.

"In all cases when White or Black resorts to a sacrifice whose consequences are unclear, usually a pawn sacrifice in order to complete development and seize the initiative, chess-players are acting in the spirit of a gambit idea, which is fruitful for opening up new possibilities," Emanuel Lasker once wrote.

Here are some more examples of the 13th World Champion's performance when he compensates for the small number of his fighting units by their advantageous position.

Game 45
King's Indian Defence
Vaganian **Kasparov**
Soviet Team Championship,
Moscow, 1981

1. d2-d4 Ng8-f6 2. Ng1-f3 g7-g6 3. c2-c4 Bf8-g7 4. g2-g3 0-0 5. Bf1-g2 d7-d6 6. 0-0 c7-c5 7. d4xc5 d6xc5 8. Qd1xd8 Rf8xd8 9. Nf3-e5

White's plan is to hamper the development of the Black Q-side pieces and, in the event of 9. ... Nfd7 10. Nxd7 Nxd7, respond with 11. Rd1. The line 10. ... Rxd7 11. Nc3 would also be favourable for White.

9. ... Nf6-e8

An interesting idea. Kasparov intends to sacrifice a pawn to render his pieces more active.

10. Ne5-d3 Ne8-d6 11. Nd3xc5 Nb8-c6! (No. 73)

"For the sacrificed pawn, Black now leads in development and, moreover, the White pawn on c4 is threatened. It seems, however, that White's next move parries all threats." (Kasparov)

12. Nb1-a3 Ra8-b8!

A cool and well-calculated retort. The tempting 12. ... Nd4 13. Re1 Bg4 14. Kf1! would give Black nothing. The move actually played has

the merit of enhancing the threat of the Black Knight's invasion to d4. It is also important that, with the White Knight on c5, the pawn b7 will now be protected in a number of variations.

13. Nc5-a4 Bc8-e6 14. Bc1-f4 Rb8-c8 15. Ra1-c1

Or 15. Bxd6 Rxd6, and Black's initiative is more important than White's material advantage.

15. ... Nc6-d4 16. Rf1-e1 (No. 74)

An exceptionally interesting situation. White has protected all his weaknesses and it seems that, while it's not too late, Black should make haste to win back the lost pawn. However, after 16. ... Bxc4 17. Nxc4 (not, of course, 17. Bxd6 Nxe2+ 18. Rxe2 Bxe2 19. Rxc8 Rxc8 20. Bf4 b5, with a positional advantage for Black) 17. ... Rxc4 18. Nc3, White would retain strong pressure.

Kasparov's fine perception of the dynamics of the position enables him to find a hidden tactical possibility.

16. ... b7-b5! 17. Bf4xd6!

It is lucky for White that he has at his disposal this exchange, discharging the tension. If 17. Nxb5, then 17. ... N6xb5 18. cb Nxe2+ 19. Rxe2 Rxc1+ 20. Bxc1 Rd1+ 21. Bf1 Bh3, and White is crushed. Or 17. cb Rxc1 18. Bxc1 Nc4! 19. Nc3 (19. Nxc4? Nxe2+ 20. Rxe2 Rd1+ 21. Bf1 Bxc4) 19. ... Nxa3 20. ba Rc8 21. Bd2 Nc2 22. Rc1 Bxc3 23. Rxc2 Bxd2 24. Rxd2 Rc1+ 25. Bf1 Bh3.

"This forced variation illustrates the huge potential of Black's position." (Kasparov)

17. ... Rd8xd6 18. Na3xb5 Nd4xb5 19. c4xb5 Rc8xc1 20. Re1xc1 Rd8-d2 21. Bg2-f3 Bg7xb2 Game drawn.

If 22. Nxb2 Rxb2 23. a4, then 23. ... Ra2 24. Bc6 Bb3.

A short game, whose creative effect will stay long with us.

In the following encounter, White kept on clinging to his material

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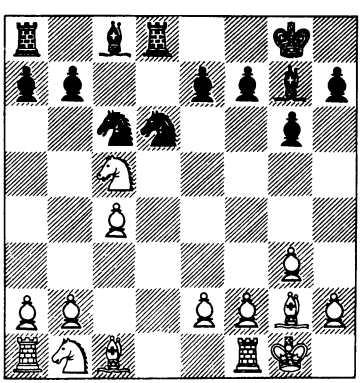

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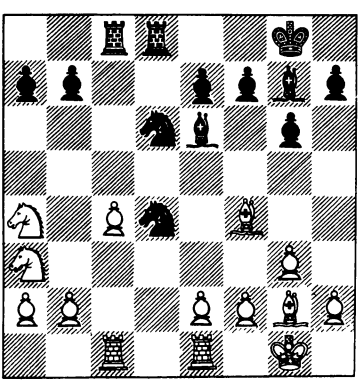

advantage and, having failed to perceive the crisis of the battle, eventually lost, though he managed to retain the extra, but quite useless, pawn.

Game 46
King's Indian Defence

Klaric — **Kasparov**

World Junior Team Championship,
Graz, 1981

1. d2-d4 Ng8-f6 2. c2-c3 g7-g6 3. Bc1-g5 Bf8-g7 4. Nb1-d2 0-0 5. e2-e4 d7-d6 6. f2-f4?

White estimates his chances too optimistically, and creates a number of weaknesses in his camp. He should have simply continued developing his pieces by playing 6. Ngf3.

6. ... c7-c5 7. d4xc5 d6xc5 8. Bf1-c4 (here, too, 8. Ngf3, followed by 9. Be2, would be better) **8. ... Nb8-c6 9. Ng1-f3 Nc6-a5 10. Bc4-e2 Nf6-g4!**

A well-aimed blow. White now begins to be really worried about the weak square e3.

11. Nd2-f1 Qd8-b6 12. Qd1-c1 (12. Bxe7? Re8) **12. ... c5-c4 13. Bg5-h4 e7-e5!** (No. 75)

The purpose of this bold pawn sacrifice is to instil fresh strength into the Black pieces.

14. h2-h3 Ng4-f6 15. Bh4xf6 Qb6xf6 16. f4xe5

On 16. Nxe5, Kasparov intended to answer 16. ... g5! 17. Nxc4 gf 18. Nxa5 Qh4+ 19. Kd1 Qd8+ 20. Kc2 Qxa5 21. Qxf4 Be6!

"Although Black is two pawns behind, he has excellent winning chances." (Kasparov)

16. ... Qf6-e7 17. Qc1-f4 Na5-c6 18. Nf1-e3 Nc6xe5 19. Ne3xc4?

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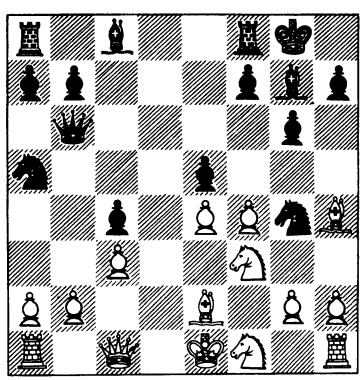


White is careless. It is not too late to stop pursuing the mirage of material acquisition and attempt to defend his position by 19. Nd5 Qd6 20. 0-0-0.

19. ... Ne5xf3+ 20. Be2xf3 Bc8-e6 21. Nc4-e3 Qe7-c5! 22. Ne3-c2 (22. 0-0 is unplayable, in view of 22. ... g5!, as White would lose a piece) **22. ... Ra8-d8**

As Kasparov subsequently indicated, at this point the line 22. ... Be5 23. Qe3 Bg3+ 24. Kd1 Rfd8+ 25. Nd4 Be5 would be very strong, "White's position being indefensible".

23. Qf4-e3 Qc5-b5 24. Nc2-b4 Be6-c4 25. a2-a4 Qb5-e5 26. Ke1-f2 (26. Be2 is bad, because of 26. ... Bh6! 27. Qxh6 Qg3+) **26. ... Bg7-f6?** (26. ... f5! would be both more vigorous and more consistent) **27. Rh1-d1 Bf6-e7 28. Nb4-c2**

This leads to a rapid denouement. White could hope to escape with a draw in the fantastic complications that would arise after 28. Nd5 Bh4+ 29. Kg1 Bxd5 30. Qc5. Had Black played 26. ... f5!, White would not have had such a tactical possibility.

28. ... Rd8xd1 29. Ra1xd1 Bc4-b3 30. Qe3-d3 Qe5-c5+! 31. Kf2-e1 Be7-h4+ 32. Ke1-d2 Rf8-d8 33. Nc2-d4 Bb3xd1 34. Bf3xd1 Bh4-f6 35. b2-b4 Qc5-d6 36. Kd2-e3 Qd6-g3+ 37. Bd1-f3 Qg3-e1+ 38. Bf3-e2 Qe1-g1+ 39. Ke3-f3 Bf6xd4 40. c3xd4 Qg1xd4 White resigns.

Both players failed to cope with the difficult problems that arose in the middlegame, but the idea of sacrificing a pawn to seize the initiative, conceived by Kasparov, was right and quite in the spirit of the position.

The game presented below abounds with sacrifices based on the intuitive, general assessment of positions rather than on a precise calculation.

Game 47
Gruenfeld Defence
Kasparov — **Pribyl**
European Team Championship,
Skara, 1980

1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 d7-d5 4. c4xd5 Nf6xd5 5. e2-e4 Nd5xc3 6. b2xc3 Bf8-g7 7. Ng1-f3

The theory of openings is subject to change. Indeed, not many years ago this quiet developing move was regarded as inexact (almost a mistake, in fact!), because it allowed Black to develop his Bishop to g4. The experts believed 7. Bc4 to be the best move in this position, then bringing the King's Knight to e2, and moving the pawn f2-f3 to prevent the Black Bishop's malicious pin.

Nowadays the assessment is different. It has been found that 7. Bc4 also has its dark side, while 7. Nf3 has not only minuses but also pluses.

But why do such metamorphoses occur? The reason is simply that the numerous thick handbooks on openings are based on the mate-

rials of current tournament practice and are far from attempting any serious, substantiated generalisations.

Almost a hundred years ago Mikhail Tchigorin wrote:

"In chess books and memoirs, as well as in conversations, one can perpetually see and hear 'a theoretical (move)', it would be more theoretical (to play)', etc. Those who use these phrases understand 'theoretical' as the moves which are usual, conventional, repeated from game to game and which have only the advantage of being better analysed.

"The game of chess is, however, much richer than can be imagined on the basis of existing theory, which tries to keep the game within its narrow confines."

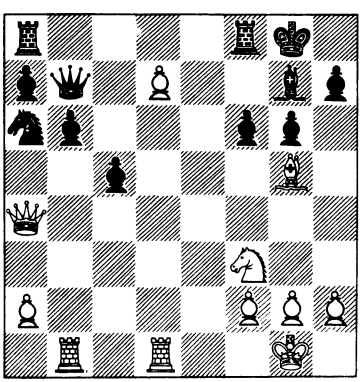
This was so a hundred years ago, and so it has remained up to now. In this book, we have more than once mentioned that a chess-player should think independently, originally, and not routinely, that his search for new ideas should be creative rather than mechanical. This is where the essence of a player's work to improve his play lies, and this is well worth repeating again and again.

Coming back to the game we are examining and the move 7. Nf3, I will make so bold as to express the dissident opinion that the move is neither better nor worse than the manoeuvre 7. Bc4, now pushed aside. In both cases, the game is about level.

7. ... b7-b6 (the immediate attack of White's pawn centre by means of 7. ... c5 is more logical) **8. Bf1-b5+ c7-c6 9. Bb5-c4 0-0 10. 0-0 Bc8-a6 11. Bc4xa6 Nb8xa6 12. Qd1-a4 Qd8-c8 13. Bc1-g5 Qc8-b7 14. Rf1-e1 e7-e6 15. Ra1-b1 c6-c5** (No. 76)

Black has placed his forces in rather good posts and gradually prepares for real counterplay. When the c-file is opened, his Rook will take it under control. Having carefully considered all these factors, Kasparov boldly sacrifices a pawn in an attempt to exploit his lead in development.

76



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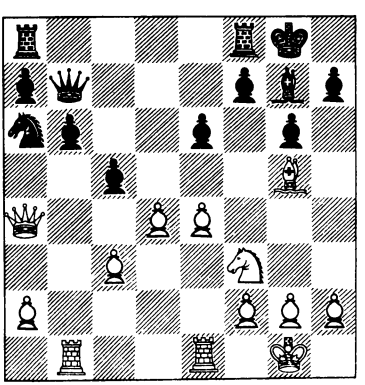


16. d4-d5! Bg7xc3 17. Re1-d1 e6xd5 18. e4xd5

The sacrifice has not only yielded a dangerous passed pawn for White, but also exposed the disadvantageous position of the Black Knight on a6.

18. ... Bc3-g7 19. d5-d6 f7-f6 20. d6-d7 (No. 77)

To calculate exactly all the consequences of this sacrifice is not in human powers, but Kasparov's intuition tells him that White's threats will be very dangerous and, quite possibly, irresistible.

Surely the vast majority of Grandmasters would play here 20. Bf4 rather than 20. d7, because the Bishop's retreat also leaves good chances for White. However, in that case, Black could hopefully resist White's attempts to win.

20. ... f6xg5 21. Qa4-c4+ Kg8-h8 22. Nf3xg5 Bg7-f6 (22. ... Bd4? is unplayable, because of 23. Rxd4 cd 24. Qxd4+ Kg8 25. Ne6)

23. Ng5-e6 Na6-c7 (on 23. ... Nb4, the very strong 24. Qf4! would follow) **24. Ne6xf8 Ra8xf8 25. Rd1-d6** (the simpler 25. Qxc5 Qxg2+ 26. Kxg2 bc 27. Rb7 would also retain his advantage) **25. ... Bf6-e7** (25. ... Bd8 would offer the sturdier defence: as Kasparov later suggested, White could have continued his attack by advancing his h-pawn, 26. h4!)

26. d7-d8Q!

A big surprise! Quite unexpectedly, White gives up his powerful passed pawn. With a rare insight into the situation on the board, Kasparov foresees that the Black pieces will be misplaced and unable to defend their monarch.

26. ... Be7xd8 (or 26. ... Rxd8 27. Rxd8+ Bxd8 28. Qf7 Qd5 29. Qxd5 Nxd5 30. Rd1, etc.) **27. Qc4-c3+ Kh8-g8 28. Rd6-d7 Bd8-f6 29. Qc3-c4+ Kg8-h8 30. Qc4-f4 Qb7-a6?**

As White's blows fall thick and fast, Black loses his head and stumbles, while the better move, 30. ... Bg7, would have led to an ending where he could still fight for a draw; for instance, 31. Qxc7 Qxc7 32. Rxc7 Bd4 33. Rf1.

31. Qf4-h6 Black resigns.

One of those fantastically complicated games which have made Garri Kasparov so popular with chess followers all over the world.

The subject of sacrifices came up in an interesting interview which Kasparov gave to a journalist after his second match with Karpov. Here is what he said:

"After the match I have often been asked why I sacrificed something to Karpov in every game. True, these sacrifices were only confined to pawns. My reply is that a pawn is not just a unit of chess material; it also appears as an element of general chess laws which require that two or three entirely different parameters should be compared. Now and then, giving up a pawn results in obtaining a positional advantage for the giver, even though this correspondence is often very hard to discover. And to explain how you have reached such a conclusion is still harder. What one should understand is that in some positions the dynamic factors are more important than a pawn, and an

open file is more useful than the pawn configuration. The norms of assessment to which we have grown accustomed turn out to be not so much wrong, but rather too narrow for the possibilities hidden in a particular game.

"It is my intuition, my instinct that enable me to have, in the rather extraordinary situations occurring in my games, the larger bank of concepts, to find my way in the wider range of positions. This can best be illustrated by the sixteenth game of our second match." The reader will find this game on page 115.

Our talk about Garri Kasparov's "science of winning" would be incomplete should we fail to mention again his constant and exacting self-criticism, irrespective of his victories or losses. This trait in Kasparov's character is well revealed in his book *Ordeal by Time*, published in 1985.

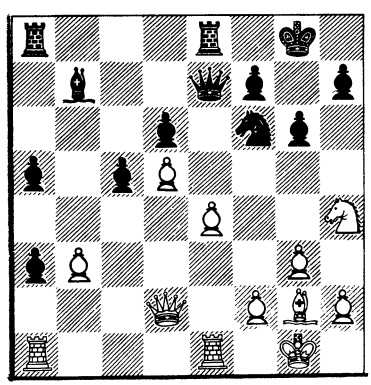
The book contains a large number of games played by Kasparov at various times, and annotated by him while the scent was, so to speak, still hot. Almost all of these notes were again checked and revised by Kasparov, and he discovered both inaccuracies and grave errors in many of those notes, more than once published by the world's chess media. Kasparov's verdict upon himself, both as a player and an analyst, is just and severe. And his incessant search for the truth in chess is a guarantee of his future successes.

Here are but three examples of such re-assessment.

This position (No. 78) arose in the Speelman-Kasparov game (England-USSR Junior Team Match, Graz, 1981). Annotating that game soon after it was played, Kasparov wrote that 22. e5 "would be refuted by 22. ... a4! 23. ef Qxe1+ 24. Rxe1 Rxe1+ 25. Qxe1 ab, followed by a2, etc".

And here is what he writes in his book about the same position: "The (above) variation is incorrect. After 22. e5 a4 23. ef Qxe1+

78



24. Rxe1 Rxe1+ 25. Qxe1 ab 26. Nf5!, White wins: 26. ... a2 27. Nh6+ Kh8 28. Nxf7+ Kg8 29. Nh6+ Kh8 30. Qe7 a1Q 31. Bf1, or 26. ... gf 27. Qe3 a2 28. Qh6 a1Q+ 29. Bf1 Qxf6 30. Qxf6.

In reply to 22. e5? the simple 22. ... de 23. d6 Qd7 is quite sufficient."

This position (No. 79) was reached in the Spiridonov-Kasparov game (European Team Championship, Skara, 1980). At that time Kasparov thought that 13. Be2 was the best move, for instance, 13. ... Qd4 14. Rd1 Qxd2+ 15. Rxd2. As the alternative, he suggested 13. Nd5 Bxd5 14. ed.

But in *Ordeal by Time* he writes:

"This assessment needs correcting: 13. Be2 is hardly the best move, because 13. Nd5 Bxd5 14. ed Nd4 15. 0-0-0! (previously, Kasparov only considered 15. Rd1) 15. ... e5 16. de Nxe6 17. Bd3 would give White a very good game."

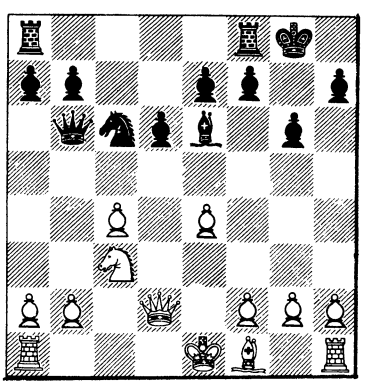
The diagrammed position (No. 80) occurred in the Kasparov-Marjanovic game (24th Olympic Team Tournament, Malta, 1980).

The Yugoslav Grandmaster here continued 15. ... Qd7. In his "hot-scent" notes on the game, Kasparov contended that "this natural move turns out to be a grave mistake; 15. ... Nc5 would provide the best defence".

And here is what has become clear with time: "15. ... Qd7 was not a 'grave mistake'. The mistake was committed by Marjanovic only on the next move. Should it occur to him to withdraw his Queen, 16. ... Qd8!, instead of the seemingly obvious 16. ... Kh8?, the outcome of the fight would be unclear."

The actual game went as follows: **16. Bg2-h3 Kg8-h8? 17. Nc3-e4! Bf6xb2 18. Ne4-g5! Qd7-c6 19. Nf5-e7 Qc6-f6 20. Ng5xh7! Qf6-d4 21. Qd1-h5 g7-g6 22. Qh5-h4 Bb2xa1 23. Nh7-f6+**. Black resigned.

79



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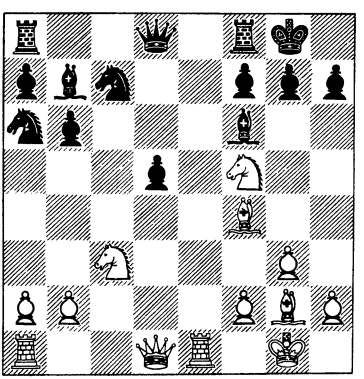


KASPAROV'S MASTERPIECES

As already mentioned, the 13th World Champion believes that his play was especially strongly influenced by the creative example of Alexander Alekhine and Mikhail Botvinnik.

"For me, chess is not a game, but an art," wrote Alekhine. "Yes, I consider chess to be an art and I accept all the duties which it imposes on its followers." And here is what Botvinnik thinks: "Chess is one of the artistic forms of reflecting the logical side of human thought."

Proceeding from these postulates, one can state that the aesthetic idea of chess implies the victory of logic and justice, the triumph of the human mind, a high manifestation of intellect. When examining the games played by the 13th World Champion one is distinctly aware of his incessant search for beauty in chess, the tremendous range of his fantasy, a fantasy, however, which has learned to think, coolly and clearly, to calculate and to reason.

"Chess can give you as much joy as a good book or a good piece of music," Tigran Petrosian used to say. "If you learn to play well, you will not only experience moments of real joy, but also bring it to other people."

Garri Kasparov's lively games do bring us the joy we feel when seeing real art.

This chapter presents twelve games, played by Kasparov, which have been universally acclaimed because of their paradoxical plans, daring strategical solutions and brilliance of combinational ideas.

Game 48
Alekhine's Defence
Kasparov — **Palatnik**
USSR Championship Preliminary,
Daugavpils, 1978

1. e2-e4 Ng8-f6 2. e4-e5 Nf6-d5 3. d2-d4 d7-d6 4. Ng1-f3 g7-g6 5. Bf1-c4 (the more usual line is 5. c4 Nb6 6. ed) **5. ... Nd5-b6 6. Bc4-b3 a7-a5** (a risky continuation; 6. ... Bg7 would be more expedient) **7. a2-a4 Bf8-g7 8. Nf3-g5 e7-e6** (8. ... d5 is more reliable) **9. f2-f4 d6xe5 10. f4xe5 c7-c5 11. 0-0**

Played with the optimism of youth. The more solid line would be 11. c3, and if 11. ... cd, then 12. 0-0 would give White excellent prospects.

11... 0-0? (but now White's plan is justified: after 11. ... Qxd4+ 12. Qxd4 cd 13. Rxf7 Bxe5, however, chances would be roughly

even) **12. c2-c3 Nb8-c6?** (a natural move, but a mistake: he should have first exchanged pawns at d4) **13. Ng5-e4! Nb6-d7** (to 13 ... cd, White would answer 14. Bg5!) **14. Bc1-e3 Nc6-e7 15. Be3-g5! c5xd4 16. c3xd4 h7-h6 17. Bg5-h4 g6-g5 18. Bh4-f2 Ne7-g6 19. Nb1-c3 Qd8-e7 20. Bb3-c2 b7-b6 21. Bf2-e3 Bc8-a6 22. Rf1-f2 Ng6-h8** (No. 81)

There are many weak spots in the Black camp, and the following combination exploits these defects.

23. Be3xg5! h6xg5 24. Qd1-h5 f7-f5 25. Ne4xg5 Rf8-f7! (the best defence, while after 25. ... Rfd8 26. Rxf5, or 25. ... Rfc8 26. Qh7+ Kf8 27. Nxe6+ Qxe6 28. Bxf5, Black would have perished at once) **26. Bd3xf5!** (the sacrifice of the second Bishop completely disrupts Black's defence) **26. ... Rf7xf5** (on 26. ... ef, White would win by 27. Nd5 Qe8 28. e6; for example, 28. ... Rf6 29. Qh7+ Kf8 30. e7+) **27. Rf2xf5 e6xf5 28. Nc3-d5 Qe7-e8 29. Qh5-h7+ Kg8-f8 30. Qh7xf5+ Kf8-g8 31. Qf5-h7+ Kg8-f8 32. Ra1-a3! Ra8-c8** (one can readily see that 32. ... Qg6 also loses after 33. Rf3+ Ke8 34. Qg8+) **33. Ra3-f3+ Nd7-f6**

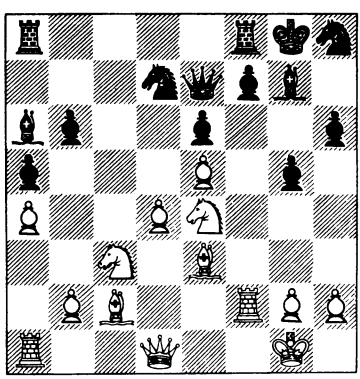
Black's desperation is understandable, for 33... Nf7 34. Rxf7+ Qxf7 35. Nxf7 Rc1+ 36. Kf2 Rf1+ 37. Kg3 Rxf7 would not save him either, because of 38. Qh4.

34. h2-h3!

In the excitement of the battle, Kasparov, however, remembers that preventive measures are also necessary. White is in no hurry, and he decides to deprive Black of his only, and weak, consolation—checking with a Rook on c1, followed by the transfer of the Rook to f1.

34. ... Qe8-g6 35. Rf3xf6+ Bg7xf6 36. Ng5-e6+ Kf8-e8 37. Nd5xf6+ This charge in a mounted formation crowns White's efforts. Black resigns.

81



Game 49
Nimzo-Indian Defence
Kasparov **Yurtayev**
Soviet Team Championship,
Moscow, 1981

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 Bf8-b4 4. e2-e3 0-0 5. Bf1-d3 d7-d5 6. c4xd5 e6xd5 7. Ng1-e2

The alternative, 7. a3 Bd6 8. Nge2 Nc6 9. Nb5 Be7 10. 0-0 Re8 11. f3 Bf8, leads to a roughly level position, as in the Gligoric-Taimanov game (USSR-Yugoslavia Match, Leningrad, 1957).

7. ... Nb8-d7 8. 0-0 c7-c6

A rather passive plan. Another, tested and approved, method is to put pressure on the centre by playing 8. ... b6 9. Ng3 Bb7, followed by Re8. Black's position is quite solid.

9. f2-f3 c6-c5 (Black wastes precious time, allowing White to seize the initiative) **10. a2-a3 c5xd4 11. e3xd4 Bb4-e7 12. Ne2-f4 Nd7-b8 13. g2-g4!** (this daring thrust limits the scope of the Black pieces, thereby enabling White to start a K-side offensive) **13. ... Be7-d6?**

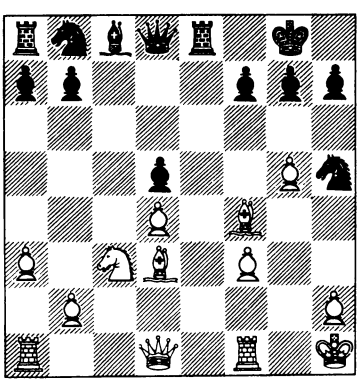
Unjustified euphoria. With his Q-side yet to be developed, Black should not have attempted to bring about tactical complications. Instead, he should have played 13. ... Nc6 to try to complete his development.

14. Kg1-h1 Rf8-e8 (and here, too, 14. ... Nc6 is indicated) **15. g4-g5! Bd6xf4 16. Bc1xf4 Nf6-h5** (No. 82)

17. Bf4xb8!

A paradoxical decision, which Black fails to appreciate. White not only gives up the notorious Bishop-pair, but even trades his active Bishop for the idle Knight on b8. As a compensation, the pawn on f3 becomes mobile and the Black King's shelter will soon be under fire.

82



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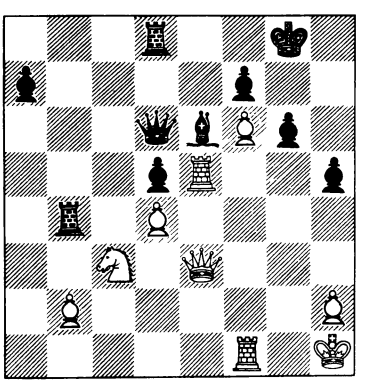


17... Ra8xb8 18. f3-f4 g7-g6 19. Qd1-f3 b7-b6

As Kasparov himself indicated, after 19. ... Ng7! 20. Bb5 (20. Nxd5 Bg4!) 20. ... Rf8 21. Nxd5 Bg4 22. Qe4, Black would have had more chances to save himself.

20. f4-f5 Rb8-b7 21. f5-f6! (now the Black Knight on h5 is irrevocably severed from his home) **21... Bc8-e6 22. Ra1-e1 Qd8-d6 23. Re1-e5 Re8-d8 24. Qf3-e3 b6-b5 25. Bd3-e2** (the simplest method of winning, for Black's Q-side counterattack will obviously come too late) **25... b5-b4 26. a3xb4 Rb7xb4 27. Be2xh5 g6xh5 28. g5-g6!** (an excellent, vigorous move; Kasparov's conduct of the attack is, as usual, irreproachable) **28. ... h7xg6** (No. 83)

29. Re5xe6! f7xe6 (Black is forced to recapture with the f-pawn, for 29. ... Qxe6 fails to 30. Qh6) **30. Qe3-h6** (all the same, this move rapidly decides the issue) **30. ... Rb4-b7** Black resigns, unwilling to prolong his torments in the variation 31. Qxg6+ Kh8 (31. ... Kf8 32. Rg1) 32. f7 Qf8 33. Qxh5+, etc.

Game 50
Queen's Gambit Declined
Tarrasch Defence

Sunie **Kasparov**

World Junior Team Championship,
Graz, 1981

1. Ng1-f3 Ng8-f6 2. c2-c4 c7-c5 3. Nb1-c3 e7-e6 4. e2-e3 Nb8-c6 5. d2-d4 d7-d5 (the game has transposed to one of the lines of the complicated Tarrasch Defence, which has for a long time been on Kasparov's opening repertoire)

6. c4xd5 e6xd5 7. Bf1-b5 (the immediate 7. Be2 is more logical) **7. ... Bf8-d6 8. d4xc5 Bd6xc5 9. 0-0 0-0 10. b2-b3 Bc8-g4 11. Bc1-b2 Ra8-c8 12. Ra1-c1 Bc5-d6 13. Bb5-e2 Bd6-b8!**

"The weak pawn on d5 is not too high a price for the possibility of posting the Black pieces so conveniently. On 14. Nd4, 14. ... Qd6 15. g3 Bh3 is intended." (Kasparov)

14. Nc3-b5 Nf6-e4 15. Nb5-d4 Rf8-e8 16. h2-h3 Bg4xf3 17. Nd4xf3 Qd8-d6 18. Qd1-d3 Ne4-g5 19. Rf1-d1 Rc8-d8 20. Kg1-f1 Ng5-e4 21. a2-a3 a7-a6 22. Qd3-c2 Bb8-a7 23. Be2-d3 Qd6-e7 24. Rd1-e1 (parrying the possible threat of 24. ... Nxf2) **24. ... Rd8-d6 25. b3-b4 Rd6-e6 26. b4-b5 a6xb5 27. Bd3xb5 h7-h6 28. Rc1-d1 Re8-d8 29. Qc2-b3 Qe7-d6 30. a3-a4 Ba7-c5 31. Re1-e2 b7-b6 32. Kf1-g1**

Long manoeuvring has resulted in a position of dynamic equilibrium. Kasparov finds an interesting possibility of activating his pieces.

32. ... Nc6-e7! 33. Nf3-d4 Re6-g6 34. Bb5-d3 Qd6-d7 35. Kg1-h1

As Kasparov himself later pointed out, White should have made up his mind to play the somewhat weakening 35. f3! Then, after 35. ... Ng3 36. Bxg6 Nxe2+ 37. Nxe2 Nxg6, the chances would be roughly even.

35. ... Ne7-f5 36. Bd3xe4? (he should have continued 36. Nxf5

Qxf5 37. Bxe4 Qxe4 38. f3) **36. ... d5xe4 37. Re2-d2 Nf5-h4!** (No. 84)

It turns out that Black has at his disposal some unexpected, paradoxical possibilities. The Brazilian player believed Black's last move to be bad, because of the rejoinder 38. Nf3; but he had overlooked that 38. ... ef 39. Rxd7 fg+ would have resulted in the White King being mated after 40. Kg1 Nf3.

38. Nd4-e6 (if 38. Rg1, then 38. ... Rxg2) **38. ... Qd7xd2 39. Rd1xd2 Rd8xd2 40. Ne6-f4 Rg6-g5 41. Kh1-g1** (No. 85)

It would seem that, at the moment, White has nothing to fear, but suddenly Kasparov launches a spectacular combination, which he characterises as "one of the most beautiful" he has "ever created over the chess board". The variations that follow have been indicated by Kasparov.

41. ... Nh4-f3+ 42. Kg1-f1 Bc5xe3! 43. f2xe3

Or 43. Ne2 Nh2+ 44. Ke1 Rxg2 45. Qxe3 Nf3+ 46. Kf1 Rg1+! 47. Nxg1 Rd1+, etc.

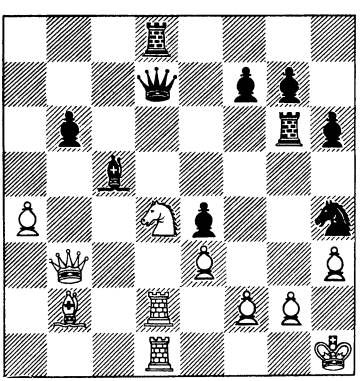
43. ... Rd2xg2! 44. Qb3-c3 (44. Qxb6 fails against 44... Rh2) **44. ... Rg2-h2 45. Nf4-e2 Kg8-h7!** (45. ... Rgg2 would be premature, because of 46. Qc8+ and 47. Qf5+) **46. Qc3-c8** (46. Qb4 would be a stouter defence) **46. ... Rh2-h1+ 47. Kf1-f2 Nf3-d2!** White resigns.

After 48. Ng3 Rh2+ 49. Ke1 Nf3+ 50. Kf1 Rxb2, any attempts at further fighting would be futile.

But what would have happened if, instead of playing 42. Kf1, White had withdrawn his King to h1? "In that case," writes Kasparov, "I intended to follow it up with: 42. ... Bxe3! 43. fe Rdxg2! 44. Nxg2 Rg3!" (No. 86)

"A fantastic position! Despite his huge material superiority, White is unable to defend himself from mate. I have not yet seen anything of the kind in a practical game." (Kasparov)

84



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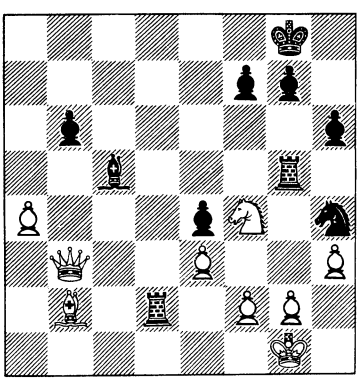


Game 51
Queen's Indian Defence
Kasparov **Najdorf**
1981 Bugojno International Grandmaster Tournament

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 b7-b6 4. a2-a3

This opening system which was, not very long ago, considered to be a dependable haven for opponents in a peaceful frame of mind, has recently undergone wonderful metamorphoses. Quite a few aggressive set-ups have been worked out for White. One of them, proposed by Petrosian, has been adopted by Kasparov in the present encounter. The aim of White's last move is to prevent the simplifications possible after Bb4.

4. ... Bc8-b7 5. Nb1-c3 d7-d5 6. c4xd5 Nf6xd5 7. e2-e3 Bf8-e7 8. Bf1-b5+ c7-c6 9. Bb5-d3 Nd5xc3 10. b2xc3 c6-c5 11. 0-0 Nb8-c6 12. e3-e4 0-0 13. Bc1-e3 c5xd4 14. c3xd4 Ra8-c8 15. Qd1-e2 Nc6-a5 16. Rf1-e1 Qd8-d6

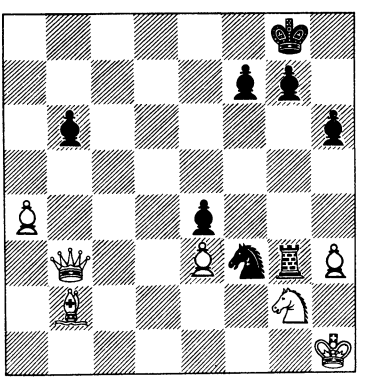
He should have played 16. ... Qc7, but the seasoned veteran of innumerable chess battles now fails to foresee that, by sacrificing his two centre pawns, White can launch a fast-moving attack (No. 87).

17. d4-d5!? e6xd5 18. e4-e5 Qd6-e6 19. Nf3-d4 Qe6xe5 20. Nd4-f5 Be7-f6

However strange it may seem, Najdorf has lost head. The logical 20... Nc4! would be better and, according to Kasparov, the best course for White would be 21. Qh5 g6 22. Bd4 Qxd4 (22. ... gh? 23. Nxe7+) 23. Nxd4 gh 24. Rxe7 Nd6 25. Nf5 Nxf5 26. Rxb7 Nd4 27. Rxa7, with a likely draw. One may therefore conclude that, instead of 17. d5!?, White should have continued 17. h4!

21. Qe2-g4 Rc8-e8? (the correct reply is 21. ... Rfe8!) **22. Be3-d2 Qe5xa1 23. Re1xa1 Bf6xa1 24. Nf5xg7!**

86



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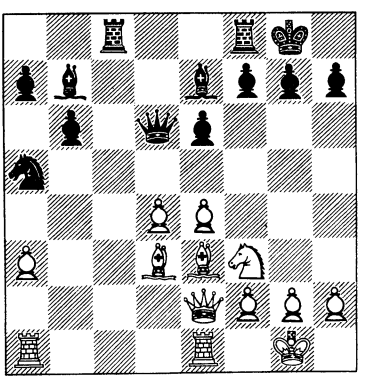


Had Black played 21. ... Rfe8!, this blow would have been impossible because of 24. ... Bxg7 25. Bh6 Rc1+! 26. Bf1 Rxf1+ 27. Kxf1 Ba6 28. Kg1 Re1 mate; if, however, 25. Bxc1, then 25. ... Re1+ 26. Bf1 Ba6, etc.

24. ... Ba1xg7 25. Bd2-h6 Black resigns.

Game 52
Queen's Indian Defence
Kasparov **Gheorghiu**
1982 Moscow Interzonal

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 b7-b6 4. Nb1-c3 Bc8-b7 5. a2-a3 d7-d5 6. c4xd5 Nf6xd5 7. Qd1-c2

An interesting idea. As Kasparov has pointed out, "this move adds a fresh page to the variation. In contrast to the conventional handling 7. e3 (followed in a few moves by e3-e4), White intends to play e2-e4 in one move, his Queen's post at c2 being hardly worse than at d1."

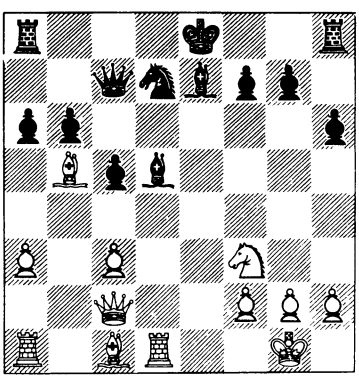
7. ... c7-c5 (another possibility, 7... Be7 8. e4 Nxc3 9. bc 0-0, would be better) **8. e2-e4 Nd5xc3 9. b2xc3 Bf8-e7 10. Bf1-b5+!** (this strong move brings to light the deficiency of the premature advance c7-c5) **10... Bb7-c6 11. Bb5-d3 Nb8-d7 12. 0-0 h7-h6**

"Gheorghiu feared that on 12. ... 0-0 there might follow 13. d5, but a loss of tempo in such a situation is a luxury White cannot afford." (Kasparov)

13. Bf1-d1 Qd8-c7? (Black does not sense the danger; he should have played 13. ... 0-0 14. d5 ed 15. ed Bb7) **14. d4-d5! e6xd5 15. e4xd5 Bc6xd5 16. Bd3-b5 a7-a6**

Black's choice is small. In the event of 16. ... Bc6 17. Bf4! Qb7 18. Bxc6 Qxc6 19. Re1, it is difficult to tell how the Rook on h8 could be mobilised (No. 88).

88



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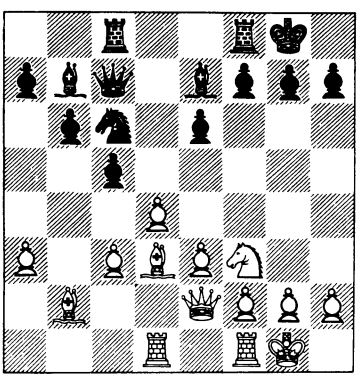


17. Bc1-f4!

Refuting his opponent's plan to counter 17. Bxd7+ Qxd7 18. c4 with 18. ... Be4!, and the worst would be over for Black. As it is, his Black majesty has to sail into the storm.

17... Qc7xf4 18. Bb5xd7+ Ke8xd7 19. Rd1xd5+ Kd7-c7? (19... Ke8, intending 20. ... Ra7, would offer a stiffer resistance) **20. Ra1-e1 Be7-d6**

A dreadful pin on the e-file would result from 20. ... Rhe8 21. Rde5, and 21. ... Qf6 is met by 22. Qe4; while after 20. ... Bf6 21. Re4!, the Black Queen would suddenly be lost.

21. Rd5-f5 Qf4-c4 22. Re1-e4 Qc4-b5 23. Rf5xf7+ Kc7-b8 24. Re4-e6 Rh8-d8 25. c3-c4 Qb5-c6 (25. ... Qa5 26. Qe4 Ra7 27. Rxd6!) **26. Nf3-e5 Qc6-c8 27. Qc2-b1!** Black resigns.

"Where does the secret of victory lie?" Emanuel Lasker was once asked. "In the ability to sense the crisis of a fight," answered the second World Champion. In the game presented above, Florin Gheorghiu obviously failed to sense the crisis.

Game 53
Queen's Indian Defence
Kasparov **Portisch**
1983 Niksic International Tournament

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 b7-b6 4. Nb1-c3 Bc8-b7 5. a2-a3 d7-d5 6. c4xd5 Nf6xd5 (6. ... ed is also quite playable) **7. e2-e3 Nd5xc3** (Black should not have made haste to exchange on c3; the simpler 7... Be7 would, perhaps, be also more reliable) **8. b2xc3 Bf8-e7 9. Bf1-b5+ c7-c6 10. Bb5-d3 c6-c5 11. 0-0 Nb8-c6 12. Bc1-b2 Ra8-c8 13. Qd1-e2 0-0 14. Ra1-d1 Qd8-c7** (No. 89)

The usual line here is 15. e4, whereupon Black obtains, after 15. ... Na5, sufficient counterplay. Kasparov carries out a new plan.

15. c3-c4!

"This natural move is an innovation. The position now sparkles with fresh colours. White has a powerful Bishop-pair, aiming at the opponent's poorly protected King's wing, and also a mobile pawn centre." (Kasparov)

15. ... c5xd4 16. e3xd4 Nc6-a5 17. d4-d5!

A cunning offer of a pawn. If Black now responds 17. ... Nxc4, then there would follow 18. Qe4 g6 19. Bxc4 Qxc4 20. Qe5, with a dangerous attack.

17. ... e6xd5 18. c4xd5 Bb7xd5 19. Bd3xh7+ Kg8xh7 20. Rd1xd5 Kh7-g8 (No. 90)

21. Bb2xg7!

A splendid combination, whose point is far from being obvious. Indeed, White seems to have no direct threats, but, taking advantage of the ineffectual Black Knight at a5, he is now able to mount very dangerous pressure on Black's shattered position. Such combination-

al solutions are clearly suggestive of an exceptionally high class of player.

21. ... Kg8xg7 22. Nf3-e5

Black now has a wide, but not very comforting, choice of defensive manoeuvres.

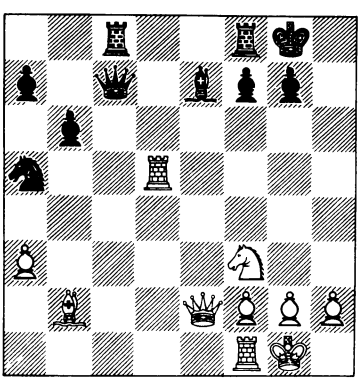
22. ... Rf8-d8

In his analysis, Kasparov indicates the following interesting variations: "Black cannot play 22. ... f5 23. Rd7 Qc5 24. Nd3, or 22. ... Rh8 23. Qg4+ Kf8 24. Qf5 f6 25. Rfe1 Nc6 26. Nd7+ Kf7 27. Rxe7+, as mate is just around the corner. The line 22. ... Qc2 does not save him, either, for after 23. Qg4+ Kh7 24. Rd3 Rc3 25. Qf5+ Kg8 26. Rg3+, White wins the Queen."

23. Qe2-g4+ Kg7-f8 24. Qg4-f5 f7-f6 25. Ne5-d7+ (the most decisive continuation; for on 25. Ng6+ Black could reply 25. ... Kg7!) **25. ... Rd8xd7 26. Rd5xd7 Qc7-c5 27. Qf5-h7** (Kasparov is of the opinion that 27. Qh3 would win more quickly) **27... Rc8-c7 28. Qh7-h8+ Kf8-f7 29. Rd7-d3 Na5-c4 30. Rf1-d1 Nc4-e5** (at long last, the Knight has arrived at its destination, but White's attack is now irresistible) **31. Qh8-h7+ Kf7-e6** (or 31. ... Kf8 32. Rd8+) **32. Qh7-g8+ Ke6-f5 33. g2-g4+ Kf5-f4 34. Rd3-d4+ Kf4-f3 35. Qg8-b3+**. Black resigns.

Surely the analysis of such games as this gives much aesthetic pleasure to an analyst. I cannot help recalling Mikhail Tal's words: "Chess is primarily an art. For how otherwise can one explain its tremendous attraction? Why do million of people play chess, thousands and thousands regularly attend tournaments, hundreds of thousands study chess theory, play over the games of the world's strongest masters? The only explanation, in my opinion, is the colossal aesthetic impact this game makes."

90



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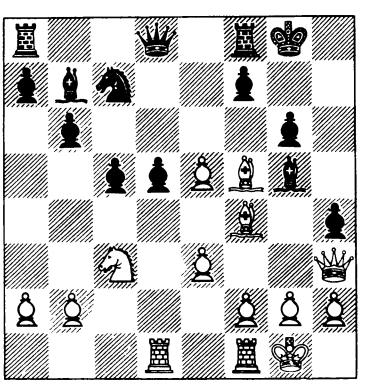


Game 54
Queen's Gambit Declined

Kasparov **Belyavsky**

5th Game of the Candidates' Quaterfinal Match, Moscow, 1983

1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Nb1-c3 Ng8-f6 4. c4xd5 e6xd5 5. Bc1-g5 Bf8-e7 6. e2-e3 h7-h6 7. Bg5-h4 0-0 8. Bf1-d3 b7-b6

In the Carlsbad Variation involving the exchange on d5, the fianchettoing of the Queen's Bishop is not very popular. The usual, and more dependable, line is 8. ... Be6.

9. Ng1-f3 Bc8-b7 10. 0-0 c7-c5 11. Nf3-e5 Nb8-d7 12. Bd3-f5! This manoeuvre, invented by Kasparov, poses serious problems for Black to cope with. In the third game of the same match, Kasparov played 12. Qf3!? and, after 12. ... cd 13. ed Nxe5 14. de Nd7 15. Bxe7 Qxe7 16. Nxd5 Qxe5 17. Ne7+ Kh8! 18. Qxb7 Nc5, Belyavsky succeeded in holding the game in balance. The idea behind the move 12. Bf5 is that it prevents Black's exchanging operation, which would facilitate his defensive task. Now on 12. ... Nxe5 13. de Ne4 there would follow the spectacular tactical blow 14. Nxd5!, winning at least a pawn.

12. ... Nd7xe5

Is this exchange necessary? In any case, it is far from simple for Black to make his choice. For instance, 12... cd 13. Nxd7! Nxd7 14. Bxe7 Qxe7 15. Qxd4 is weak, with a clear positional advantage for White. In the Rotariu-Yudovich game (from an international postal tournament of Grandmasters and Masters) there followed 12. ... Re8, which did not, however, rid Black of his difficulties.

13. d4xe5 Nf6-e8 (13. ... Nh7, heading for e6, would be better) **14. Bh4-g3 Ne8-c7** (as Kasparov suggested, Black should have driven back the Bishop on f5 by means of 14. ... g6) **15. Qd1-g4 Qd8-c8?** (Black's position is already far from enviable, and the unhappy choice in the game fails to remedy the situation; 15. ... Bc8 would be a lesser evil) **16. Bf5-d7! Qe8-d8 17. Ra1-d1 h6-h5 18. Qg4-h3 h5-h4 19. Bg3-f4 Be7-g5 20. Bd7-f5 g7-g6** (No. 91)

One gets the impression that Black has somehow managed to mend his bastions, but the following, well-aimed blow, anticipated by Kasparov far in advance, radically changes the situation.

21. Nc3-e4! Bg5xf4 22. e3xf4 g6xf5 23. Qh3xf5 d5xe4 (this is the only possibility, for the Black King cannot otherwise be saved from mating threats) **24. Qf5-g4+! Kg8-h7 25. Rd1-d8 Rf8xd8 26. Qg4xh4+ Kh7-g8 27. Qh4-e7! e4-e3!** (an ingenious attempt to complicate matters) **28. Rf1-e1** (on 28. fe? Black would respond with 28. ... Rd2) **28. ... e3xf2+** (No. 92)

But this simplifies White's task. Being pressed for time, Belyavsky fails to decide on 28. ... e2. In that case, White would have had to play very carefully to press his advantage. Kasparov suggests the following variation: 29. f3 Rd1 30. Kf2 Ba6 31. Qxc7 Rad8 32. Qxa7! Rxe1

33. Qxa6 Rdd1 34. Qxb6, and White should win.

29. Kg1xf2 Rd8-d2+ 30. Re1-e2 Rd2xe2+ 31. Kf2xe2 Bb7-a6+ 32. Ke2-f2 Nc7-e6 33. f4-f5 Ne6-d4 34. e5-e6! Ra8-f8 (or 34. ... fe 35. f6 Nf5 36. Qxe6+) **35. Qe7-g5+ Kg8-h7 36. e6-e7 Rf8-e8 37. f5-f6 Nd4-e6 38. Qg5-h5+ Kh7-g8** Black resigns.

There could follow, for example, 39. Qg4+ Kh7 40. Qxe6 fe 41. f7, etc.

Game 55
Modern Benoni

Kasparov **Nunn**

Olympic Team Tournament,
Lucerne, 1982

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 c7-c5 4. d4-d5 e6xd5 5. c4xd5 d7-d6 6. e2-e4 g7-g6 7. f2-f4 Bf8-g7 8. Bf1-b5+ Nf6-d7 9. a2-a4!

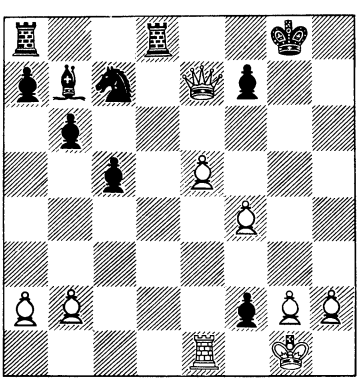
"In my opinion, this is stronger than the conventional 9. Bd3, because now the White Bishop retains the possibility of retreating to any square along the a6-f1 diagonal, while the move a2-a4 is in any case almost indispensable for White's plan." (Kasparov)

9. ... Nb8-a6 10. Ng1-f3 Na6-b4 11. 0-0 a7-a6?

An example of chess-oriented nihilism, peculiar to many young grandmasters (and masters). The classical laws were not written for us, they seem to think, and ... they have often been beaten without mercy for it. Black should have castled.

12. Bb5xd7+! (as in Game 54, Kasparov trades his Bishop for a Knight, thus revealing his deep and delicate assessment of the resulting position) **12. ... Bc8xd7** (No. 93)

92



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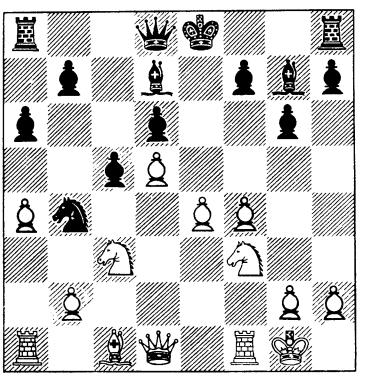


In similiar opening schemes, White will make every effort to carry out the advance e4-e5. Kasparov, however, chooses a new, original plan. **13. f4-f5!**

13. ... 0-0 14. Bc1-g5 f7-f6 (on 14. ... Bf6, 15. Qd2 is good) **15. Bg5-f4 g6xf5?** (Black's position is far from enviable, but after 15. ... Qe7 he could put up more stubborn resistance) **16. Bf4xd6 Bd7xa4 17. Ra1xa4 Qd8xd6 18. Nf3-h4! f5xe4 19. Nh4-f5 Qd6-d7** (in the event of 19. ... Qe5, White would have gained a material advantage by playing 20. Qg4 Rf7 21. Nh6+) **20. Nc3xe4 Kg8-h8** (or 20. ... Rae8 21. Qg4 Kh8 22. Nxc5, crushing all resistance) **21. Ne4xc5** Black resigns.

In this spectacular miniature, Kasparov played outwardly simple, but very vigorous moves.

Game 56
Queen's Gambit Declined
Tchigorin Defence

Kasparov — **Smyslov**

11th Game of the Candidates' Final Match, Vilnius, 1984

1. d2-d4 d7-d5 2. Ng1-f3 Nb8-c6 3. c2-c4 Bc8-g4

Smyslov repeatedly resorted to this opening system, introduced by Tchigorin, and expressed his belief that the Tchigorin Defence, in which Black strives to put pressure on White's pawn centre using his pieces rather than pawns, deserved serious consideration.

4. c4xd5 Bg4xf3 5. g2xf3 Qd8xd5 6. e2-e3 e7-e5 The line 6. ... e6, as the Polish International Master Kostro played against Smyslov in San Paulo, 1978, is less consistent. In that game, the former World Champion gained the advantage after 7. Nc3 Qd7 8. f4!

7. Nb1-c3 Bf8-b4 8. Bc1-d2 Bb4xc3 9. b2xc3 Qd5-d6 Here, 9. ... ed would be premature. In the Keene-Duckstein game (Lanzarote, 1974), there followed: 10. cd Nf6 11. Bg2 0-0 12. 0-0 Rab8 13. Qb1!, with a superior game for White.

10. Ra1-b1 (10. Be2 has also been played) **10. ... b7-b6** (the alternative 10. ... 0-0-0 11. Qb3 b6 is worth considering closely) **11. f3-f4** (a moot point, for now the situation becomes sharply double-edged; instead, 11. Be2 would be good) **11... e5xf4 12. e3-e4 Ng8-e7 13. Qd1-f3 0-0** (13. ... g5, or 13... Ng6, would be very risky because of 14. h4) **14. Bd2xf4 Qd6-a3 15. Bf1-e2** (15. ... Nxd4 is threatening) **15. ... f7-f5!** (in the event of 15. ... Qxa2 16. 0-0, White would have had many threats) **16. 0-0 f5-e4?**

As Kasparov himself later indicated, 16. ... Ng6! 17. Bxc7 Qe7 18. ef Qxc7 19. Qd5+ Kh8 20. fg Ne7! would have led to a complicated position with chances for both sides.

17. Qf3xe4 Qa3xc3 18. Bf4-e3 (Black is a pawn ahead, but White

dominates in the centre, his Bishops being extremely powerful: he now threatens 19. Rfc1) **18. ... Qc3-a3** (No. 94)

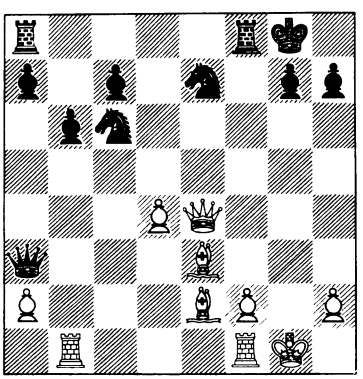
19. Be2-d3! (the move of great destructive power) **19. ... Qa3-d6** (there is no escape, for 19. ... Ng6 fails to 20. Bc4+; 19. ... g6, to 20. Bc4+ Kg7 21. d5; while if 19. ... Rf5, then 20. Rb5! is decisive) **20. Qe4xh7+ Kg8-f7 21. Rb1-b5 Nc6xd4 22. Qh7-e4?** (after 22. Bxd4 Qxd4 23. Rg5!, White would retain a very dangerous attack, e.g., 23... Rh8 24. Bc4+!, winning) **22. ... Ra8-d8! 23. Be3xd4 Qd6xd4 24. Rb5-f5+** (this is, of course, beautiful, but only leads to a draw) **24. ... Ne7xf5 25. Qe4xf5+ Kf7-g8 26. Qf5-h7+ Kg8-f7** Game drawn.

It goes without saying that all the games presented in this book, to say nothing of those contained in the chapter you are reading now, are far from exhausting all that the 13th World Champion has created over the chess board.

Alexander Alekhine once wrote: "I believe that, to achieve success, the following three factors are indispensable: first, understanding one's own strengths and weaknesses; second, an exact assessment of one's opponent's strengths and weaknesses; third, (striving to achieve) a higher object than just a short-lived satisfaction. I see this (higher) object in the scientific and artistic achievements which place the game of chess among other arts."

These three factors do characterise Kasparov's imaginative performance. And now let us follow three games in which Kasparov met the Dutch Grandmaster Ian Timman, who has recently been rated as one of the world's strongest players. The first of these encounters took place in the USSR vs Rest of the World Match in London, 1984. In the other two, Kasparov first appeared on the scene as the World Champion in his match with Timman, held in Hilversum, Holland, in 1985.

94



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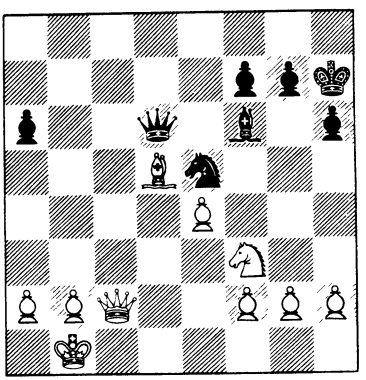

Game 57
Queen's Gambit Declined
Kasparov **Timman**

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 d7-d5 4. Nb1-c3 Bf8-e7 5. Bc1-g5 0-0 6. e2-e3 h7-h6 7. Bg5xf6 Be7-f6 8. Qd1-c2 c7-c5 9. d4xc5 Qd8-a5 10. c4xd5 e6xd5 11. 0-0-0!?

A bold plan! Castling opposite sides is, as a rule, a forerunner of mutual sharp attacks against the enemy Kings. This game is to be no exception.

11. ... Bc8-e6

The quiet 11. ... Bxc3 12. Qxc3 Qxc3 (12. ... Qxa2 13. Nd4 is risky) 13. bc Be6 would be more trustworthy, as White merely has a slight advantage in the endgame. But the Dutch Grandmaster does not want to avoid complications.

12. Nc3xd5 Rf8-c8 13. Kc1-b1

Should White play the tempting 13. Nxf6+ gf, his King would stick in a danger zone on the c-file.

13... Be6xd5

Why not 13. ... Rxc5? The answer lies in the variation starting with 14. b4! which Kasparov intended. After 14. ... Rxc2 15. Nxf6+ gf 16. ba, the White Rook will penetrate to d8, transforming Black's whole Q-side to the land of Nod.

14. Rd1xd5 Nb8-c6 (14. ... Na6 would be stronger) **15. Bf1-c4! Nc6-b4** (Black has pinned his hopes on this raid) **16. Qc2-d2! Rc8-c5 17. Rd5xc5 Qa5xc5 18. Ra1-c1 Qc5-b6?** (the White Queen should on no account be allowed to penetrate to the seventh rank: Black should have played 18. ... Qe7) **19. Qd2-d7 Ra8-f8 20. Qd7-b5 Qb6-d6** (it has become evident that Black has no adequate compensation for White's material superiority) **21. e3-e4 Nb4-c6 22. Bc4-d5 a7-a6 23. Qb5xb7 Nc6-e5** (if 23. ... Rb8, then 24. Rxc6) **24. Rc1-c8 Rf8-c8** (or 24. ... Nxf3 25. Qxf7+ Kh7 26. Qxf8, etc.) **25. Qb7xc8+ Kg8-h7 26. Qc7-c2** (No. 95)

Black's last hope—to enter upon an ending with oppositely coloured Bishops—has vanished into thin air. 26. ... Nxf3 would be met by 27. e5+. Now White should win without much trouble.

26. ... Kh7-g8 27. Nf3-d2 g7-g5 28. a2-a3 Kg8-g7 29. Nd2-f1 Qd6-b6 30. Nf1-g3 Kg7-g6 31. Kb1-a2 h6-h5 32. Qc2-c8 h5-h4 33. Qc8-g8+ (the same check would also decide the issue in the event of 32. ... Qxf2) **33. ... Bf6-g7 34. Ng3-h5** Black resigns, for he can no longer bear this torture.

Game 58
Queen's Indian Defence
Kasparov **Timman**

2nd game of the 1985 Match

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 b7-b6 4. Nb1-c3 Bf8-b4 5. Bc1-g5 Bc8-b7 6. e2-e3 h7-h6 7. Bg5-h4 g7-g5 (this, rather old,

line leads to sharp, complicated positions) **8. Bh4-g3 Nf6-e4 9. Nf3-d2!?** (No. 96)

A manoeuvre typical of Kasparov's creative thinking, and obviously evoked by Alekhine's ideas. Sacrificing a pawn, White seizes the initiative. As Grandmaster Yuri Razuvayev has justly remarked, "Kasparov has a flair for playing in positions with disturbed material balance. I think," he adds, "this peculiar ability practically cannot be developed by training, it is very seldom encountered and must be inborn!"

9... Ne4xc3 (after 9. ... Bxc3 10. bc, Black would have been unable to continue 10. ... Nxc3 in view of 11. Qc2) **10. b2xc3 Bb4xc3 11. Ra1-c1 Bc3-b4 12. h2-h4 g5xh4** (a dubious idea, for it is generally ill-advised to splinter one's pawn chain: instead, he should have played 12. ... Rg8) **13. Rh1xh4 Bb4-d6?** (but this is an outright mistake, 13. ... Be7 being indicated) **14. Qd1-g4 Bd6xg3 15. Qg4xg3 Nb8-c6** (No. 97)

It seems that in two or three moves Black is going to complete the deployment of his forces, and will feel just fine. But Kasparov finds a way to disrupt the co-ordination of the Black pieces.

16. d4-d5! Nc6-e7 17. Bf1-d3 d7-d6 (even after 17. ... ed 18. Qg7, it is hard to tell how Black's pieces can be brought into play) **18. Qg3-g7 Rh8-g8 19. Qg7-h7!**

White's attacking moves are both consistent and very strong. Should Black now continue 19. ... ed 20. cd Bxd5, his King would be under cross-fire after 21. Ne4 Bxe4 22. Rxe4.

19. ... Rg8-f8 20. Nd2-e4 Ne7-f5 21. Rh4-h3 Qd8-e7 22. g2-g4 Nf5-h4 23. Qh7-g7 0-0-0 (Black has finally solved the problem of evacuating his King from the centre, yet he still cannot breathe freely) **24. Ne4-f6! e6xd5 25. c4xd5** (the Black Knight suddenly finds itself in a trap, having no square to retreat to) **25. ... Kc8-b8 26. Rh3xh4 Bb7xd5 27. g4-g5! Bd5xa2** (not, of course, 27. ... hg 28. Nxd5) **28. g5xh6 d6-d5 29. h6-h7 Qe7-a3 30. Rc1-d1 Rf8-h8 31. Nf6-g8**

Again Kasparov resolutely breaks up the co-ordination of the Black

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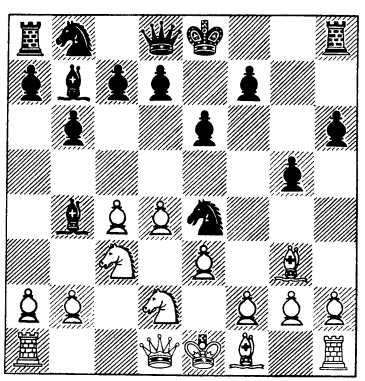

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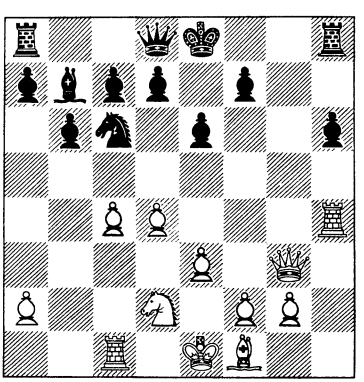


pieces. First the Black Knight has perished dramatically and now it is the Black Rook on h8 that has been locked in an iron cage.

31. ... Ba2-b3 32. Rd1-a1 Qa3-c5 33. Qg7xh8 d5-d4 (a desperate attempt to muddle the issue) **34. Rh4xd4 Qc5-c3+ 35. Ke1-e2** Black resigns.

The fourth game of the Kasparov-Timman match, which we are about to show, is truly fantastic.

Game 59
Queen's Indian Defence
Kasparov **Timman**

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 b7-b6 4. Nb1-c3 Bf8-b4 5. Bc1-g5 Bc8-b7 6. e2-e3 h7-h6 7. Bg5-h4 g7-g5 8. Bh4-g3 Nf6-e4

Timman appears to be unconvinced by his loss in the second game, where he adopted the same line. But Kasparov resorts to psychology and ... chooses a different sequence this time.

9. Qd1-c2 Bb4xc3+ 10. b2xc3 d7-d6 11. Bf1-d3 f7-f5

This is a well-known position, repeatedly seen in major tournaments. Experience has shown that both sides have roughly level chances.

12. d4-d5!?

It is a moot question, of course, whether this pawn sacrifice is absolutely correct, but it does enable him to create dangerous tactical threats, for instance, 12. ... ed 13. Nd4 Qf6 14. cd Bxd5 15. f3 Nxg3 16. hg, etc.

12. ... Ne4-c5 13. h2-h4

In the Vaganian-Ribli encounter (the USSR vs Rest of the World Match, London, 1984), there followed 13, Nd4 Qf6, with a quite acceptable position for Black.

13. ... g5-g4 14. Nf3-d4 Qd8-f6 15. 0-0 Nb8-a6 16 Nd4xe6 Nc5xe6 (No. 98)

On 17. de, Black would simply castle, but Kasparov finds a surprising possibility, at the cost of a piece, to break through his opponent's defence. The game now enters into a wonderland of adventure.

17. Bd3xf5! Ne6-g7 18. Bf5-g6+ Ke8-d7 19. f2-f3

This quiet advance of a modest pawn reveals the point of Kasparov's grandiose concept: lines will be ripped open, making the remaining White pieces tremendously active!

19. ... Ra8-f8 20. f3xg4 Qf6-e7 21. e3-e4 (White now has three pawns for the piece he sacrificed, and a lot of threats into the bargain, his advantage being quite obvious) **21. ... Kd7-c8 22. Qc2-d2 Kc8-b8 23. Rf1xf8+** (White should not have rejected the simple, but strong 23. Qd4!, preparing for the breakthrough e4-e5) **23. ... Rh8xf8 24. Qd2xh6** (although White now has four pawns for the piece, the initiative has passed into Black's hands) **24. ... Bb7-c8! 25. Ra1-e1** (if 25. Bf5, then 25. ... Nc5 and it will be hard for White to set his pawns in motion. The move in the game carries an ingenious and cunning threat) **25. ... Bc8xg4 26. c4-c5!**

Unbelievable, but a fact! This breakthrough at the strongest spot of Black's defence was not expected by either Timman himself or any other grandmaster present at the game. What is the idea behind the move?

The point is that after the obvious 26. e5, Black could continue 26. ... de 27. Bxe5 Nf5, and 28. Bxc7+ would be unplayable because of 28. ... Nxc7. After the decoy sacrifice in the game, however, the Black Knight would be diverted, should Black capture the White pawn on c5 with it, from protecting the c7 square and White would have a good chance of succeeding in the variation 27. e5 de 28. Bxe5 Nf5 29. Bxc7+ Ka8 30. Rxe7 Nxh6 31. Be8.

It is also clear that 26. ... dc would greatly increase the range of the White Bishop on g3, rendering it quite menacing, while 26. ... bc would for a long time leave the Black Knight on a6 out of play.

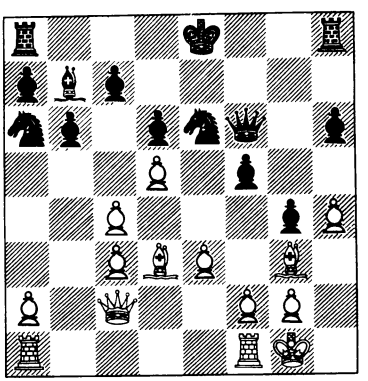
26. ... Qe7-f6! (a good rejoinder, emphasising the pin on the White Bishop at g6) **27. c5xd6 Bg4-h5 28. e4-e5! Qf6xg6 29. Qh6xg6 Bh5xg6 30. e5-e6!**

Everything in this fascinating game strikes our imagination, transferring us to the far-away time of chess romanticism. Indeed, in the endgame Black has the material superiority of two Knights (!), but the White centre pawns are very powerful.

30. ... Na6-c5 31. d6-d7 Nc5xd7 (otherwise 32. e7 would follow) **32. e6xd7 Rf8-d8** (to parry White's threat of 33. d6) **33. Re1-e6!** (White has the most fantastic possibilities; yet 33. Re7 would be unplayable because of 33. ... Nf5) **33. ... Bg6-h5**

Grandmaster Yuri Razuvayev has suggested the following interesting variations: "33... Bf5 34. Re7 Rxd7 35. Rxd7 Bxd7 36. Be5. If 36. ... Nf5, then 37. h5, followed by 38. g4 and the White passed pawns begin to move; whereas, in the event of 36. ... Nh5 37. Kf2

98



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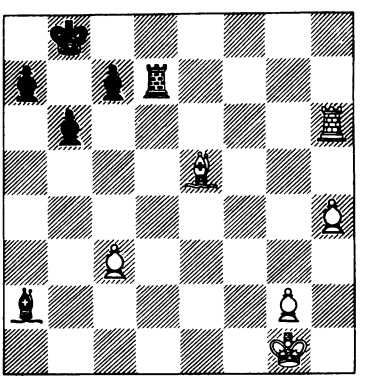

Bg4 38. Ke3, the White pawns on the g- and h-files have temporarily been stopped, but the Black minor pieces occupy positions which are far from good."

34. Bg3-e5 Rd8xd7 35. Re6-h6 Bh5-f7 (Black is incapable of retaining his extra Knight: 35. ... Bg4 36. Rg6, or 35. ... Be2 36. Rh7) **36. Be5xg7 Bf7xd5 37. Bg7-e5 Bd5xa2** (No. 99)

The material balance is restored, but a sharp fight is still going on, the players' passed pawns striving to queen.

38. h4-h5 Kb8-b7 39. g2-g4 Ba2-c4 40. g4-g5 a7-a5 41. g5-g6 Rd7-d5 42. Be5-f4 Rd5-f5 43. Bf4-g3 a5-a4 44. Rh6-h7 Rf5-c5 45. h5-h6 a4-a3 46. Rh7-e7 a3-a2 47. Re7-e1 Bc4-d3 48. h6-h7 Rc5-h5 49. Re1-a1 Bd3xg6 (49. ... Bb1 50. Rxa2 Bxa2 51. Be5) **50. Ra1xa2 Rh5xh7**

Timman has excellently conducted his defence. He is now a pawn ahead in the endgame, but, with the limited forces remaining on the board and the oppositely coloured Bishops a draw cannot be avoided.

51. Kg1-f2 Rh7-d7 52. Kf2-e2 Rd7-d5 53. Ra2-a4 c7-c5 54. Ra4-f4 Bg6-e8 55. Ke2-e3 Rd5-d1 56. Rf4-e4 Be8-b5 57. c3-c4 Bb5-d7 58. Ke3-e2 Rd1-g1 59. Re4-e7 Rg1xg3 (59. ... Kc6 60. Rg7) **60. Re7xd7+ Kb7-a6 61. Ke2-d2 Ka6-a5 62. Rd7-d6** Game drawn.

A game of tremendous creative tension!

The chapter will now be closed by Kasparov's several original and beautiful combinations. But first a few preliminary remarks. On the pages of this book you have already met the statements by Alekhine, Botvinnik and Tal to the effect that chess is a peculiar form of art. But is their opinion well substantiated? Have not the chess experts who have advanced and defended this thesis allowed themselves to be carried away too much by their enthusiasm?

Let us recall how the great Russian author Lev Tolstoy characterised the notion of Art: "Whether a phenomenon belongs to Art will be determined by its impact on man: if the effect of the given phenomenon is such that man is brought into a morally and intellectually excited, and an aesthetically elevated, state, then the phenomenon is Art."

I am sure that the combinations presented below will not leave you indifferent, but will exert their aesthetic influence on you, for they are truly artistic!

The position in the diagram No. 100 was reached in the Kasparov-Yusupov game (USSR Junior Championship, Riga, 1977). The deciding factor in assessing the position is the poorly protected Black King. There followed:

34. Bc1-b2! Qe5xg5 (or 34. ... Qxb2 35. Qxe4+) **35. Qc6xe6** (it is becoming more and more obvious that the apparently active Black pieces are in fact badly co-ordinated) **35. ... Rd3-d2 36. Qe6xe4+ Kh7-h6 37. Bb2-c3 Rd2-d5 38. Qe4-e6+ Kh6-h5 39. Qe6-f7+ Kh5-h6 40. Bb2-g7+ Qg5xg7 41. Qf7xd5 Be7-d6 42. Re1-f1** (parrying the threat of 42. ... Qg3, which would now be decisively met by 43. Rf6+) **42. ... Qg7-g6 43. Qd5-f7 Bd6-e5 44. Qf7-f8+ Be5-g7**

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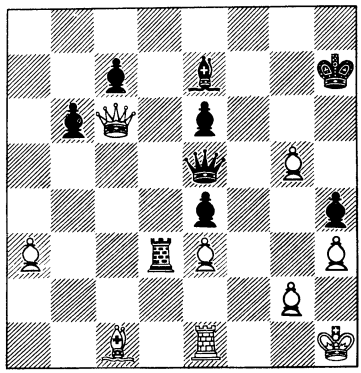

45. Qf8-f4+ Qg6-g5 46. Qf4xc7 Qg5xe3 47. Qc7-f4+ Qe3xf4 48. Rf1xf4 Black resigns.

Artur Yusupov, who was Kasparov's opponent in the game presented above, has now become the world's fourth strongest grandmaster.

And this position (No. 101) occurred in the Dolmatov-Kasparov game, also played in the 1977 USSR Junior Championship. Proceeding in the spirit of old romanticism, the youth from Baku crushed an opponent who was also later to become a famous grandmaster.

15. ... Nf6-g4! 16. Qe5xh8 Qa5xc5 17. Rd1-f1 0-0-0 18. Qh8xh7 Nb4-d3 19. Nc3-d1 Qc5-e5! (not only attacking the White Rook, but also intending to encircle the White Queen) **20. Ra1-b1 Bf8-c5 22. h2-h3** (a move of desperation, but White no longer has a satisfac-

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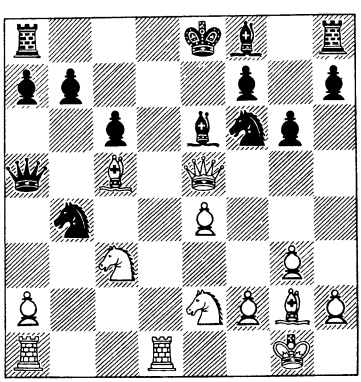

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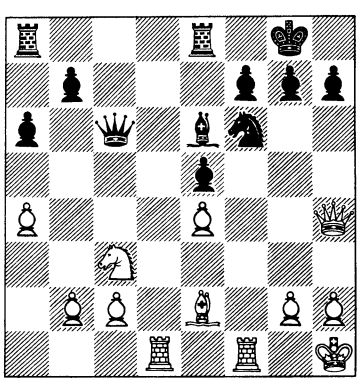

tory defence) **21. ... Ng4xf2 22. Nd1xf2 Rd8-h8** White resigns.

In the following game (No. 102) against Akopov, played in the 46th USSR Championship Preliminary (Daugavpils, 1978), Kasparov as White carried out a classical-style attack against the enemy King.

White proceeds to break down the wall around the Black King as follows: **19. Rf1xf6! g7xf6 20. Qh4xf6 Qc6-c7 21. Rd1-d3** (White has brought all his pieces into play, their concerted action being too much for Black's defence to withstand their onslaught) **21. ... Ra8-d8 22. Rd3-g3+ Kg8-f8 23. Rg3-g7** (now 24. Rxh7 is threatening to imprison the Black King on f8, so urgent measures must be taken for its evacuation) **23. ... Re8-e7 24. Rg7xh7 Kf8-e8 25. Nc3-d5! Rd8xd5** (on 25. ... Bxd5, White's Bishop on c2 would enter the battle with decisive effect, to operate along the h3-c8 diagonal) **26. e4xd5 Be6xd5 27. Rh7-h8+ Ke8-d7 28. Be2-g4+ Bd5-e6** (alas, this can no longer save him) **29. Bg4xe6+ f7xe6 30. Qf6xe7!** Black resigns.

After 30. ... Kxe7 31. Rh7+ Kd6 32. Rxc7 Kxc7, the King and pawn ending is hopeless for Black.

A sharp fight developed in the Kasparov-Panchenko game (No. 103) from the same tournament as the two previous games. At the critical moment, Kasparov decides the issue by an unexpected tactical blow.

The battle finishes as follows: **29. Nf5xg7! Qe6xa2** (or 29. ... Rxg7 30. Rxg7 Kxg7 31. Qg2+ Kh8 32. Rg1, etc.) **30. Qb7-e7! Rf8-g8 31. Qe7xf6 Qa2-a1+ 32. Kc1-d2 Qa1-a5+ 33. Kd2-e2 Rg8xg7 34. Rg1xg7 Rh7xg7 35. Rd1-g1.** Black resigns.

Interesting combinational complications arose in the Kasparov-Browne game (International Tournament in Banja Luka, 1979) (No. 104).

Instead of withdrawing his attacked Knight on c4, Kasparov pushes his e-pawn across the demarcation line.

26. e4-e5! Nf6xd5 (or 26. ... de 27. Ncxe5 Nxd5 28. Nxf7!)

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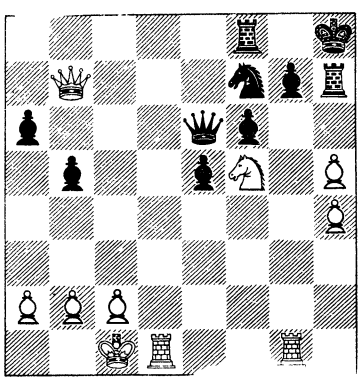

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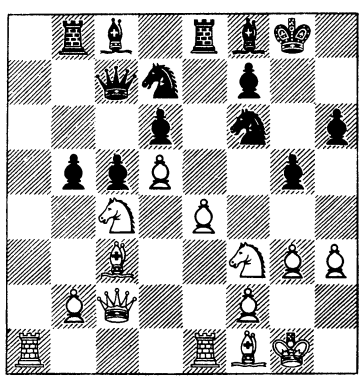

27. Nc4xd6 Bf8xd6 28. e5xd6 Qc7-d8 29. Nf3-e5 Nd5-b4 (warding off the threat of 30. Nc6) **30. Qc2-d2 Nd7xe5 31. Re1xe5 Re8xe5 32. Bc3xe5 Nb4-c6 33. Qd2-e3 Nc6xe5 34. Qe3xe5 c5-c4 35. Bf1-g2 Bc8-e6 36. Ra1-a7 b5-b4** (Black has pinned his hopes on his Q-side pawns, but, as it turns out, they are incapable of advancing much farther) **37. Bg2-e4! c4-c3 38. Be4-h7+!** (a study-like motif of decoying the King to the fatal square) **38. ... Kg8xh7 39. Qe5xe6** Black resigns.

In the hard-fought game (No. 105) between Kasparov and Polugaevsky (7th Soviet Spartakiad, Moscow, 1979), Black even had an extra pawn in the endgame, but his poorly protected King determined White's advantage.

There followed: **28. ... Re8-e5?**

On the chess board every move carries its rewards or retribution. Instead of the move in the game, even the line 28. ... Kxg7 29. Rg1+ Kh7 30. f6 Rg8 31. Rxh6+ would be preferable, because, although White would have the advantage, Black could still fight for a draw.

29. f5-f6! Rf3-f2+ 30. Kd2-d3 Rf2-f3+ 31. Kd3-d4 Re5-e4+ 32. Kd4xd5 Re4-e8 33. Rh5xh6 Rf3-f5+ 34. Kd5-d4 Rf5-f4+ 35. Kd4-c5 Re8-e5 36. Kc5-b6 Re5-e6+ 37. **Rc1-c6+** Black resigns.

And yet another endgame combination.

This position (No. 106) had been reached in the Kasparov-Torre game (1980 Baku International Tournament). In that game, the fight went on with variable success for a long time, but gradually it became obvious that it was White who had the upper hand. Indeed, as the old saying goes, he who plays better wins, and not he who just plays well!

There followed: **51. Nf3xe5! d6xe5** (51. ... Ra3 would not have saved him, either, in view of 52. Ng6+ Kd8 53. Re3) **52. Bc3xe5 Ne8-d6 53. f5-f6+ Ke7-d7 54. Be5xd6 Kd7xd6 55. Re1-e6+ Kd6-c7**

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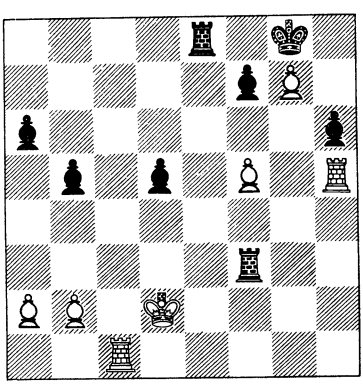

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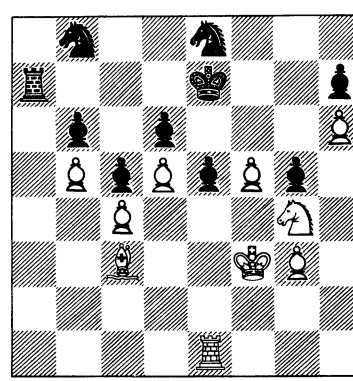

56. f6-f7 Ra7-a1 57. Kf3-e2. Black resigns. If 57. ... Nd7, then 58. Re7.

The attack that Kasparov launches in his game with Kuijpers (1980 World Junior Championship, Dortmund) is both impetuous and irresistible (No. 107).

Here White unexpectedly plays **17. f4-f5! Nb8-c6.**

On 17. ... Rxf5, White intended to play 18. Bg5! Bf6 19. g4! Rxg5 20. Nxg5 Bxg5 21. Rf7, with irresistible threats; or 17. ... gf 18. Bg5 Bf6 19. Nd5! Nxd5 20. Qxd5 Nc6 21. Rae1 Bxg5 22. Nxg5 Ne5 23. Rxe5! de 24. Qxe5, and White would have the advantage.

18. Bc1-g5 Bg7-f6 19. Nc3-e4! Bg6xg5 20. Nf3xg5 g6xf5 21. Ne4xd6 Nc6-d4 22. Qd1-h5 Bc8xe6 23. Ra1-e1 (the open e-file is Black's gaping wound) **23. ... Rf8-f6 24. Nd6xf5! Nd4xf5 25. Ng5xe6 Nc7xc6 26. Re1xe6!** (the combined horizontal and vertical pins are fatal for Black) **26. ... Rf6xe6 27. Qh5xf5 Ra8-e8 28. Rf1-e1** Black resigns.

Witness the position (No. 108) reached in a training-session game, in which Kasparov (White) played two of his trainers Nikitin and Shakarov (Baku, 1981).

21. Nh4-g6+! Kh8-g8 (21. ... hg 22. hg, and 23. Qh5+, with a dangerous attack) **22. f4-f5 Ne6-f8 23. e4-e5! Bb7xg2 24. e5-e6 Qf7-e8 25. Kg1xg2 Nf8xg6 26. h5xg6 h7-h6 27. Rf1-h1 Be7-f8 28. Be3xh6!** (White's attack is raging on, unabated) **28. ... g7xh6 29. g6-g7 Bf8xg7 30. Rh1xh6 Kg8-f8 31. Rh6-h7 Qe8-c6+ 32. Kg2-f2 Rd8-d7** (if 32. ... Ne8, 33 Rah1!) **33. e6xd7 Qc6xd7 34. a5xb6 a7xb6 35. Ra1xa8 Nc7xa8 36. Nc3-d5 Qd7-f7 37. Nd5-f4 Na8-c7 38. Nf4-h5 Nc7-e8 39. Nh5xg7 Kf8-g8** (or 39. ... Kxg7 40. Rh8+ Ke7 41. Qe4+ Kd7 42. Qb7+) **40. Qg4-h4** (No. 109) Black resigns.

In a difficult position (No. 109) that arose in the Portisch-Kasparov game (1981 Moscow International Grandmaster Tournament), Black saved himself by a small combination which seems to have come

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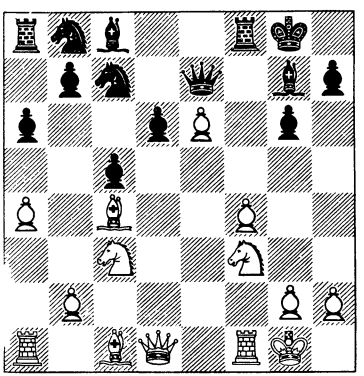

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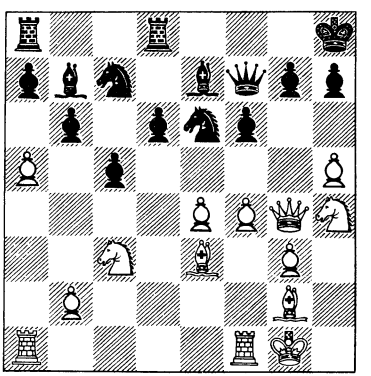

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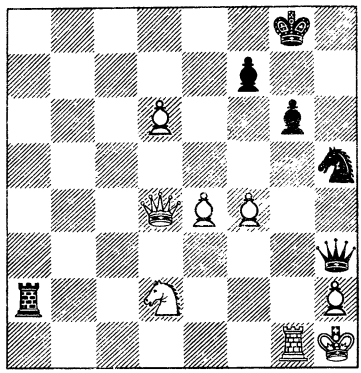

from a chess manual. There followed **42. ... Ra2xd2! 43. Qd4xd2 Qh5-f3+** (the mechanism of perpetual check has been triggered) **44. Qd2-g2 Nh5-g3+ 45. h2xg3 Qf3-h5+ 46. Qg2-h2 Qh5-f3+ 47. Rg1-g2 Qf3-d1+ 48. Qh2-g1 Qd1-h5+ 49. Rg2-h2 Qh5-f3+** Game drawn.

Little did Fedorowicz, a Chess Master who played first board for the USA team in the World Junior Team Championship in Graz, 1981, suspect that in the diagrammed position (No. 110) Kasparov (White) might offer the following Knight sacrifice. Yet, he did offer it!

26. e4xf5! Re8xe1+ 27. Rc1xe1 Bg7xc3 (hardly better is 27. ... Rxc3 28. Bd8! Bf6 29. Re8+ Kf7 30. Re7+ Kg8 31. Rxd7 Bxh4 32. Bxb6, etc.) **28. Re1-e7 Rc8-c4** (on 28. ... Ndf6, 29. Be3 is quite

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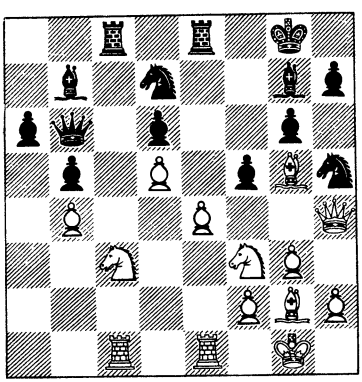

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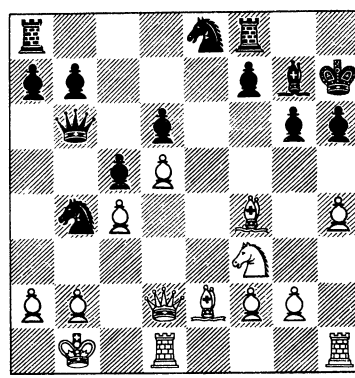

strong) **29. Qh4-h3 Bb7-c8 30. f5xg6 Nd7-f6 31. Bg5xf6 Nh5xf6** (31. ... Bxh3 32. gh+ leads to mate) **32. g6xh7+ Kg8-f8** (on 32. ... Kh8, 33. Qh6 is decisive) **33. h7-h8Q+ Kf8xe7 34. Qh8-g7+** Black resigns.

It has seldom so happened that, with all pieces on the board, a quiet move could completely refute the opponent's build-up.

This position (No. 111) arose almost in the opening phase in the Magherramov-Kasparov game (Baku, 1982). The game lasted only one move longer:

16. ... Ne8-f6! White resigns. He has no satisfactory defence against the threat of 17. ... Ne4; for example, 17. Bd3 Nxd3 18. Qxd3 Ne4, etc.; or 17. Qc1 Ne4 18. Be3 Nc3+ 19. bc Nd3+ etc. Indeed, a quiet move is sometimes like a thunderbolt.

KASPAROV'S MATCHES WITH KARPOV IN MOSCOW

Since 1984 the lovers of chess all over the world have, with unfailing interest and undiminished excitement, followed the twists and turns of the titanic struggle between the world's two best players, outstanding representatives of the Soviet school of chess, Anatoly Karpov and Garri Kasparov.

Contending for the honoured title of World Champion, these Grandmasters have played each other in almost one hundred games, a World Championship contest without parallel in all chess history.

A kind of parallel may be drawn, though, with the mammoth competition between the best European players of their time, Charles Mahé de la Bourdonnais of France and Alexander McDonnell from Ireland. The title of World Chess Champion had not yet been officially established, but, undoubtedly, La Bourdonnais and McDonnell were the "uncrowned chess kings" of their epoch.

In 1834, they played at the Westminster Chess Club in London, a series of six matches, totalling 85 games. The French player won four matches, the Irishman, two. The final result was +45-27=13 in favour of La Bourdonnais.

The high level of play shown by both contestants was admired not only by their contemporaries. For many years their games continued to be regarded as unsurpassed masterpieces of chess art. Half a century later, in 1885, the founder of the Russian school of chess Mikhail Tchigorin called the La Bourdonnais-McDonnell games "inspired brilliancies of the past".

Coming back to the events of our time, I think I will not be much mistaken if I say that many games played in the three matches between Karpov and Kasparov represent "inspired brilliancies" of modern chess.

Let us recall the events of the first World Championship Match between Karpov and Kasparov that was held in the historical Hall of Columns in Moscow from September 1984 to February 1985.

The then World Champion Anatoly Karpov and the Challenger Garri Kasparov fought "for the crown" for five months! An unprecedented five months of hard fighting, and no result! For on the 15th of February, 1985, FIDE President Florencio Campomanes called a press conference in Moscow where he announced that he had taken the decision to stop the match after the 48th game. The FIDE President noted that the Karpov-Kasparov match had broken all records set by such competitions, with more games played (and drawn) than ever. The contest lasted for over five months, the participants' physical and psychological resources being exhausted.

"Both participants," said Campomanes, "want the match to contin-

ue, although it has already lasted twice as long as any match played under the previously* existing regulations. I am concerned above all with the state of health of the world's two best players and I strongly feel that their match should not be turned into an endurance test. I have made this decision after a careful consideration of all the circumstances and no one has attempted to influence me."

When the match, which was to be played until one of the contestants took six games, was thus interrupted, the score was +5-3=40 in Karpov's favour. The Champion won the second, sixth, seventh, ninth and twenty-seventh games. After the twenty-seventh game, almost everyone believed that the end of the match was just around the corner, but then came the turning point. A long series of draws followed and Kasparov, who never lost heart in so shaky a position, at last managed to score a full point, then another and yet another—in the thirty-second, forty-seventh and forty-eighth games.

Although the FIDE President's position found support at the FIDE Congress convened in Graz, Austria, in August, 1985, it is hardly possible to agree with the President's unprecedented decision to stop the contest. The match ought to have been played to its logical (and legal) termination.

And FIDE should there and then have admitted, as indeed it has since done, that World Championship Matches should in future only be played with a limited number of games. The exceptionally high and almost equal level of play of the contestants, together with their superb defensive techniques, may render unlimited matches extremely protracted, which, as we have already mentioned, will create enormous difficulties not only for the participants, but for all those connected with the match.

It is for this reason that the FIDE Congress at Graz has returned to the old, well-founded system of World Championship competitions proposed by Botvinnik. The Congress ruled that the second Karpov-Kasparov match should consist of twenty-four games, the Challenger having to score at least 12.5 points to win the match, the even score (12:12) meaning that the World Champion would have defended his title.

How did the first, marathon, match proceed? What comments can be made on it?

It seems to me that, because he was so young, Kasparov overestimated his own strength and, strangely enough, underestimated his rival, the World Champion. At the start of the match, one got the impression that Kasparov had come from Baku to Moscow not just to play the match, but to win it without fail. In the first games, he was in an extremely aggressive frame of mind; he took chances, perhaps too often. Karpov was quick to demonstrate that playing for complications at all costs would be fruitless against him. The outcome of the first nine encounters was indeed very sad for Kasparov who was

*I. e., before the 1978 World Championship Match.

defeated in four games. But having finally realised that his too aggressive attitude was wrong, Kasparov drastically changed his methods of fighting and began to play extremely cautiously, avoiding even the slightest risk.

With the large margin in points he had, the World Champion was at that moment content with such a development of events. Karpov seemed to think that the Challenger would be unable to bear up under the burden of the disastrous score and a long spell of draws in the match would unnerve him. Sooner or later Kasparov would rush at him, would again play in the hazardous style peculiar to him and it is then that the time would come to knock the Challenger out.

Yet this reasoning was not without its flaws, for the young Challenger managed, as one poet has it, to "stifle his song". And this resulted in a record-breaking series of draws—seventeen in a row! The match drew on and on, such factors as physical training, endurance, and psychological stability now coming to the fore. So far as these factors were concerned, Kasparov had the better of it. He started slowly but steadily gaining on the Champion. And it is then that the FIDE President decided to intervene...

The FIDE Congress in Graz ruled that the new match between Karpov and Kasparov should start in September, 1985, the Tchaikovsky Concert Hall in Moscow being chosen to stage the event.

Two games of the first match for the World Title are presented below.

Game 60
Queen's Gambit Declined
Karpov **Kasparov**
27th Game of the 1st Match

1. Ng1-f3 d7-d5 2. d2-d4 Ng8-f6 3. c2-c4 e7-e6 4. Nb1-c3 Bf8-e7 5. Bc1-g5 h7-h6 6. Bg5xf6

Should the White Bishop retreat to h4, the Challenger would perhaps choose the Tartakower-Bondarevsky-Makagonov system which stood him in good stead in this first match with Karpov (6. Bh4 0-0 7. e3 b6).

6. ... Be7xf6 7. e2-e3 0-0 8. Qd1-c2

A psychological approach. In the 19th and 21st games of the match, Karpov played 8. Qd2. In the present game, however, he adopts the line first introduced by Kasparov himself against Timman in the USSR vs Rest of the World Match in London, 1984 (see game 57. in this volume), thus forcing the Challenger to fight against his own weapon.

8. ... c7-c5 9. d4xc5 d5xc4

In the above-mentioned game, Timman continued 9. ... Qa5, but Kasparov seems to be in no mood to find out what surprise his formidable rival has in store for him.

10. Bf1xc4 Qd8-a5 11. 0-0 Bf6xc3 (in the event of 11. ... Qxc5 12. Ne4 Qe7 13. Nxf6+ Qxf6 14. Rfd1, White has a positional advantage) **12. Qc2xc3 Qa5xc3 13. b2xc3 Nb8-d7 14. c5-c6! b7xc6 15. Ra1-b1 Nd7-b6 16. Bc4-e2 c6-c5 17. Rf1-c1** (No. 112)

A truly astonishing decision which shows the profundity of Karpov's judgement. This seemingly so simple move could hardly be played by any other grandmaster! For who else could resist the temptation of seizing possession of the open d-file (17. Rfd1)? But in this particular situation the appearance of the White Rook on d1 could only result in exchanges, favouring Black rather than White.

Now Karpov is ready to transfer his King to the centre, another purpose of his previous move being the protection and support of the Q-side pawns.

17. ... Bc8-b7?

This time Kasparov's positional judgement failed him. The Bishop should have been placed on d7 to guard the b5 square against invasion by the White pieces.

18. Kg1-f1 Bb7-d5 (if 18. ... Bc6, then 19. Ne5 Ba4 20. Bb5 would be unpleasant for Black) **19. Rb1-b5! Nb6-d7**

"Here is where the force of White's seventeenth move becomes evident—Black cannot play 19. ... Bxa2 because of 20. c4; however, the sequel 19. ... Rac8 20. Ra5 Rc7 21. c4 Ba8 to protect the pawns on a7 and c5 is worth considering." (Yefim Geller)

20. Rb5-a5 Rf8-b8 21. c3-c4 Bd5-c6 22. Nf3-e1 Rb8-b4 23. Be2-d1! Rb4-b7 24. f2-f3 Ra8-d8 25. Ne1-d3

White's strategy has obviously triumphed over his opponent's. The Black pawn on c5 is doomed and will be picked up by White at a suitable moment.

25. ... g7-g5 26. Bd1-b3 Kg8-f8 27. Nd3xc5 Nd7xc5 28. Ra5xc5 Rd8-d6 29. Kf1-e2 Kf8-e7 30. Rc1-d1 Rd6xd1 31. Ke2xd1 Ke7-d6

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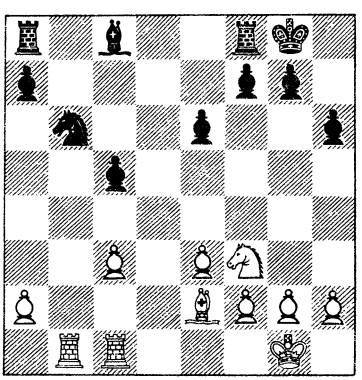

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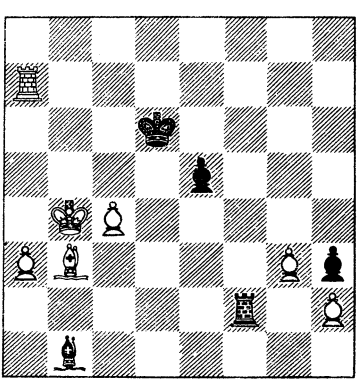


32. Rc5-a5 f7-f5 33. Kd1-e2 h6-h5 34. e3-e4 f5xe4 35. f3xe4 Bc6xe4 36. Ra5xg5 Be4-f5 37. Ke2-e3 h5-h4 38. Ke3-d4 e6-e5+ 39. Kd4-c3 Bf5-b1 40. a2-a3 Rb7-e7 41. Rg5-g4 h4-h3 (Black would also lose after 41. ... e4 42. Bd1 Rf7 43. Kd4 Rf2 44. c5+ Ke7 45. Ke3 Ra2 46. Rg7+, and the White c-pawn would inevitably queen) **42. g2-g3** (42. gh is also playable) **42. ... Re7-e8 43. Rg5-g7! Re8-f8 44. Rg7xa7 Rf8-f2 45. Kc3-b4** (No. 113)

Many experts were of the opinion that Black could now save himself by continuing 45. ... Rb2. However, as Grandmaster Geller has shown, White would have won anyway; for example, 46. c5+ Kc6 47. Kc4 Bc2 48. Ra6+ Kc7 49. Bxc2 Rxc2+ 50. Kd5 Rxh2 51. Ra7+ Kb8 52. Rh7 Rh1 53. Ke4 h2 54. Kf3 e4+ 55. Kg2 Rc1 56. Kxh2 Rxc5 57. Re7 Rc4 58. g4, etc.

45. ... Rf2xh2 46. c4-c5+ Kd6-c6 47. Bb3-a4+ Kc6-d5 48. Ra7-d7+ Kd5-e4 49. c5-c6 Rh2-b2+ 50. Kb4-a5! Rb2-b8 51. c6-c7 Rb8-c8 52. Ka5-b6 Ke4-e3 53. Ba4-c6 h3-h2 54. g3-g4 Rc8-h8 55. Rd7-d1 Bb1-a2 56. Rd1-e1+ Ke3-f4 57. Re1-e4+ Kf4-g3 58. Re4xe5 Kg3xg4 59. Re5-e2 Black resigns.

A game without combinational fireworks, but exceedingly impressive. The commentators of the Yugoslav *Chess Informant* selected this game as the best among all games played by the world's leading grandmasters in the second half of 1984.

Game 61
Petroff Defence

Kasparov **Karpov**

48th (last) game of the 1st Match

1. e2-e4 e7-e5 2. Ng1-f3 Ng8-f6 3. Nf3xe5 d7-d6 4. Ne5-f3 Nf6xe4 5. d2-d4 d6-d5 6. Bf1-d3 Nb8-c6 7. 0-0 Bf8-e7 8. c2-c4 Ne4-f6 (on 8. ... Nb4, 9. Ne5! is good) **9. Nb1-c3 0-0 10. h2-h3 d5xc4 11. Bd3xc4 Nc6-a5 12. Bc4-d3 Bc8-e6 13. Rf1-e1 Na5-c6** (he should have played 13. ... c5) **14. a2-a3 a7-a6 15. Bc1-f4 Qd8-d7** (15. ... Nd5 is preferable) **16. Nf3-e5! Nc6xe5** (on 16. ... Qe8, White would answer 17. d5!) **17. d4xe5 Nf6-d5 18. Nc3xd5 Be6xd5 19. Qd1-c2** (thanks to this gain of tempo, White succeeds in seizing the initiative) **19. ... g7-g6 20. Ra1-d1 c7-c6** (he should have answered 20. ... Qc6, striving to thwart White's increasing activity by exchanges) **21. Bf4-h6 Rf8-d8** (No. 114)

22. e5-e6! f7xe6 (or 22. ... Qe8 23. Qc3 f6 24. f4, with a clear advantage for White) **23. Bd3xg6 Be7-f8** (a moot point; 23. ... Bf6 would perhaps be safer) **24. Bh6xf8 Re8xf8 25. Bg6-e4 Rf8-f7** (the White Rooks may any moment appear on the K-side; accordingly, Black should have withdrawn his King to h8 at once) **26. Re1-e3 Rf7-g7 27. Rd1-d3 Ra8-f8 28. Re3-g3 Kg8-h8** (White threatened 29. Bxh7+) **29. Qc2-c3 Rf8-f7 30. Rd3-e3 Kh8-g8**

Black has a difficult game. In the event of 30. ... Bxe4 31. Rxe4 Kg8 32. Rxg7+ Rxg7 33. Qe5, White's pressure would be too hard to bear.

31. Qc3-e5 Qd7-c7 (White's threat was 32. Rxg7+ Rxg7 33. Qb8+) **32. Rg3xg7+ Rf7xg7 33. Be4xd5 Qc7xe5 34. Bd5xe6+ Qe5xe6 35. Re3xe6 Rg7-d7 36. b2-b4** (36. g4 would be more precise) **36. ... Kg8-f7 37. Re6-e3 Rd7-d1+ 38. Kg1-h2 Rd1-c1 39. g2-g4 b7-b5 40. f2-f4**

White is a pawn ahead, but the exploitation of his material advantage is far from easy, because Black will be able to set up a passed pawn on the Q-side.

40. ... c6-c5 41. b4xc5 Rc1xc5 42. Re3-d3!

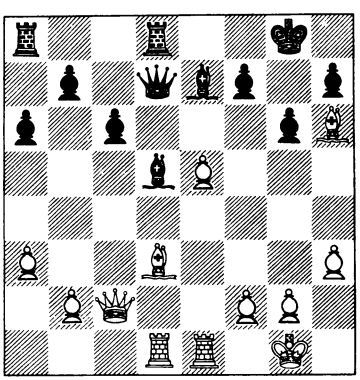
"This finesse is essential for White's plan. The threat of 43. Rd7+ compels the Black King to stay away from the K-side, where its presence is so important." (Mark Taimanov)

42. ... Kf7-e7 43. Kh2-g3 a6-a5 44. Kg3-f3 b5-b4 45. a3xb4 a5xb4 46. Kf3-e4 Rc5-b5 47. Rd3-b3 Rb5-b8 48. Ke4-d5 Ke7-f6 49. Kd5-c5 Rb8-e8 (the penetration of his Rook is Black's last chance) **50. Rb3xb4 Re8-e3 51. h3-h4 Re3-h3 52. h4-h5 Rh3-h4 53. f4-f5**

The sequence 53. g5+ Kf5 54. h6 would be a much simpler method of winning. Taimanov suggests the following variation: 54. ... Rh1 55. Kd6 Re1 56. Rb8! Kxf4 57. g6 hg 58. h7 Rh1 59. h8Q Rxh8 60. Rxh8 g5 61. Kd6, and the fight is over.

53. ... Rh4-h1 54. Kc5-d5 Rh1-d1+ 55. Rb4-d4 Rd1-e1 56. Kd5-d6 Re1-e8 57. Kd6-d7 Re8-g8 (or 57. ... Re1 58. Rd6+ Kg5 59. f6) **58. h5-h6! Kf6-f7** (58. ... Kg5 59. Rd6) **59. Rd4-c4 Kf7-f6 60. Rc4-e4 Kf6-f7 61. Kd7-d6 Kf7-f6** (otherwise, there would follow 62. Ke5 and 63. Kf4) **62. Re4-e6+ Kf6-f7 63. Re6-e7+ Kf7-f6 64. Re7-g7 Rg8-d8+ 65. Kd6-c5 Rd8-d5+ 66. Kc5-c4** (alas for Black, in chess, unlike checkers, capture is not compulsory, for after 66. Kxd5?,

114



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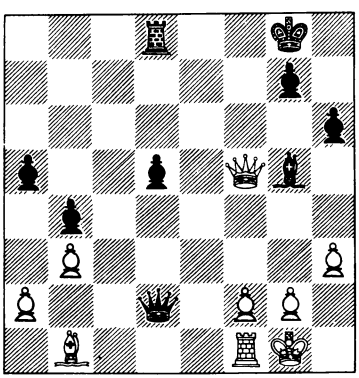


the Black King would be stalemated) **66. ... Rd5-d4+ 67. Kc4-c3** Black resigns.

The second match between the same rivals lasted from 3rd September to 9th November, 1985. Kasparov came to this new duel more experienced and more justifiably confident of himself And yet, after winning the first game of the match he suffered two bitter defeats in the fourth and fifth encounters. Karpov took the lead in the match with the score of 3 to 2.

The fourth game was adjourned here (No. 115).

It would seem that White could hardly squeeze anything more than a draw out of this position. But Karpov's classically clear and simple play has again proved the old truth—with oppositely coloured Bishops on the board, it is the attacker who has the upper hand, while the defender is usually given a hard time.

There followed: **41. Qf5-e6+ Kg8-h8 42. Qe6-g6 Kh8-g8 43. Qg6-e6+ Kg8-h8 44. Bb1-f5! Qd2-c3** (the threat was 45. Re1 Rf8 46. Qe8!) **45. Qe6-g6 Kh8-g8 46. Bf5-e6+ Kg8-h8 47. Be6-f5 Kh8-g8 48. g2-g3 Kg8-f8** (not 48. ... Qf6 49. Qh7+ Kf7 50. f4, etc.) **49. Kg1-g2 Qc3-f6 50. Qg6-h7 Qf6-f7 51. h3-h4 Bg5-d2 52. Rf1-d1 Bd2-c3 53. Rd1-d3** (White is playing on the light squares—Black's main weakness: now Karpov's Rook is brought into play) **53. ... Rd8-d6 54. Rd3-f3 Kf8-e7 55. Qh7-h8 d5-d4 56. Qh8-c8 Rd6-f6 57. Qc8-c5+ Ke7-e8 58. Rf3-f4 Qf7-b7+ 59. Rf4-e4+ Ke8-f7** (after 59. ... Re6 there would follow the spectacular 60. Qc4! Rxe4 61. Qg8+) **60. Qc5-c4+ Kf7-f8 61. Bf5-h7 Rf6-f7 62. Qc4-e6 Qb7-d7 63. Qe6-e5!** Black resigns. If 63. ... Re7, then 64. Qf4+ Ke8 65. Bg6+ Kd8 66. Qb8+.

The turning point came in the eleventh game of the match when Karpov, in a slightly inferior position, suddenly blundered and lost in a few moves.

The second half of the match was marked by Kasparov's ever mounting pressure on his rival.

Characterising the contestants' play in the match, Grandmaster Eduard Gufeld wrote: "The manners of play of the Champion and the Challenger are entirely dissimilar. Karpov's handling of middlegame positions is splendid, his endgame technique superb. It is in this middlegame-endgame link where there is no match for him. Kasparov's strength lies elsewhere. He has conceived innumerable new, sometimes paradoxical, ideas in openings, and he is perhaps the foremost theoretical innovator at the present time. Moreover, Kasparov is capable of brilliant improvisations in the middlegame. The opening-middlegame link has brought him many resounding successes."

The unforgettable sixteenth game of the second match has been presented in Chapter "The Science of Winning" (see page 113). Let us now look at the nineteenth encounter.

Game 62
Nimzo-Indian Defence
Kasparov **Karpov**

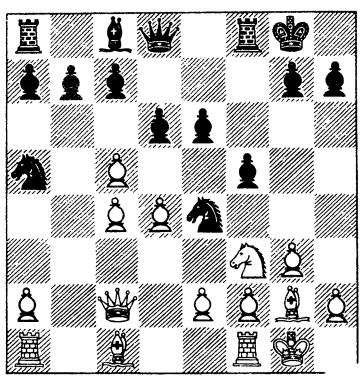
1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 Bf8-b4 4. Ng1-f3 Nf6-e4 5. Qd1-c2 f7-f5 6. g2-g3 (for a World Championship Match, the move 6. g4!? would perhaps be too committing; Black could simply answer 6. ... c5) **6. ... Nb8-c6 7. Bf1-g2 0-0 8. 0-0 Bb4xc3 9. b2xc3 Nc6-a5 10. c4-c5 d7-d6 11. c3-c4** (No. 116)

Again Kasparov has sacrificed a pawn intuitively, without specific and exact calculations. After 11. ... dc 12. Bb2, White would have an active position with excellent prospects. The alternative 12. dc, to answer 12. ... Nxc5 with 13. Ba3, is also worth considering.

Many years ago Grandmaster Rudolf Spielmann, who was a great specialist of play in positions with disturbed material balance, wrote: "If one requires that the correctness of each sacrifice must be proved analytically beyond a doubt, then all elements of risk should be excluded from the game." Yes, having lost its sharpness and dynamics, chess would indeed become drab and dull.

Kasparov fully shares, both as a practical player and as a theoretician, the following opinion from the outstanding analyst, Grandmaster David Bronstein: "Logic, precise calculation of variations, and technique, including in the last-mentioned notion one's knowledge of theory, are usually believed to be the prerequisites of creativity in chess. However, there is also a fourth component, perhaps the most attractive of all though often neglected. I mean intuition or, if you like, fantasy, in chess. In a game there sometimes arises a position which cannot be assessed from basic principles, such as pawn-formation weaknesses, open lines, or lead in development; for the balance is disturbed in many parts of the board, and it is hardly possible to strike

116



it exactly. An attempt to calculate variations does not always succeed, either. And it is then when intuition and fantasy—the forces that have given to the art of chess the most beautiful combinations—come to one's rescue. Intuition has always been one of the basic elements of chess creativity." After this digression, it is time to return to the game.

11. ... b7-b6 (this is met by White's paradoxical and very strong rejoinder; 11. ... Bd7 would have been safer) **12. Bc1-d2! Ne4xd2** (or 12. ... dc 13. Bxa5 bc 14. dc Nxc5 15. Ne5, with a superior game for White) **13. Nf3xd2 d6-d5.** This leads to a very difficult, unpromising position for Black. The alternative 13. ... Bb7 14. Bxb7 Nxb7 15. c6 Na5 would be slightly better, although after 16. d5 Black, whose Knight is out of play, is in for a hard fight for a draw.

14. c4xd5 e6xd5 15. e2-e3 Bc8-e6 (the Black Knight on a5 is obviously idle, but Black's attempt to bring it into play by 15. ... Ba6 16. Rfc1 Nc4 would be met by the strong 17. Bf1) **16. Qc2-c3 Rf8-f7 17. Rf1-c1 Ra8-b8 18. Ra1-b1 Rf7-e7 19. a2-a4 Be6-f7 20. Bg2-f1 h7-h6 21. Bf1-d3 Qd8-d7 22. Qc3-c2** (the superior resources which White has at his disposal are evidenced by the fact that even the bizarre 22. Qxa5!? ba 23. Rxb8+ Kh7 24. c6 is rather promising for him) **22. ... Bf7-e6 23. Bd3-b5 Qd7-d8** (23. ... c6 24. Bd3 would only lead to new weaknesses in the Black camp) **24. Rc1-d1 g7-g5!?** (without haste, White steadily mounts his pressure in the centre and on the Q-side: Karpov therefore decides to undertake a diversion on the other flank) **25. Nd2-f3 Re7-g7** (if 25. ... Nc4, then 26. Bxc4 dc 27. d5!) **26. Nf3-e5 f5-f4 27. Bb5-f1!** (Kasparov manoeuvres very delicately: his Bishop is now headed for g2 where it will support the e3-e4 breakthrough in the centre) **27. ... Qd8-f6 28. Bf1-g2 Rb8-d8 29. e3-e4! d5xe4 30. Bg2xe4 Rg7-e7** (the game has opened up and the role of the Black Knight on a5 has now become especially unattractive) **31. Qc2-c3 Be6-d5 32. Rd1-e1 Kg8-g7 33. Ne5-g4 Qf6-f7 34. Be4xd5 Rd8xd5 35. Re1xe7 Qf7xe7 36. Rb1-e1** (White is in fact a piece ahead) **36. ... Qe7-d8 37. Ng4-e5 Qd8-f6 38. c5xb6 Qf6xb6 39. g3xf4 Rd5xd4 40. Ne5-f3 Na5-b3 41. Re1-b1 Qb6-f6 42. Qc3xc7+** Black resigns.

After the 19th game the score was 10.5:8.5 in Kasparov's favour. There were only 5 games to play. To catch up with the leader at such a short distance was an extraordinarily difficult task. And yet the Champion almost succeeded in doing just that. Winning one game and drawing three, Karpov was exactly one step behind his rival before the last game of the match. The only possibility of defending the title was to win the twenty-fourth game.

A highly dramatic situation, of course. But this has already happened more than once in the history of World Championship competitions. In 1892, Tchigorin, being just one point behind the then World Champion Steinitz, brought the concluding game of their match to a won position, but his nerves failed him and he threw the game away,

overlooking mate in two. In 1910, the World Champion Lasker had to win the tenth (and last) game of his match with Schlechter to retain the world title. Again the Challenger, with his life's goal so near, became too nervous and, having made a number of errors in a very promising position, was forced to resign. In 1935, the World Champion Alekhine had to win the last game of his match with Euwe to retain the title. He failed—the game ended in a draw and the Dutch Grandmaster became World Champion.

And what was to happen now? Millions of chess devotees followed with bated breath the development of the twenty-fourth encounter between Karpov and Kasparov.

Game 63
Sicilian Defence

Karpov **Kasparov**

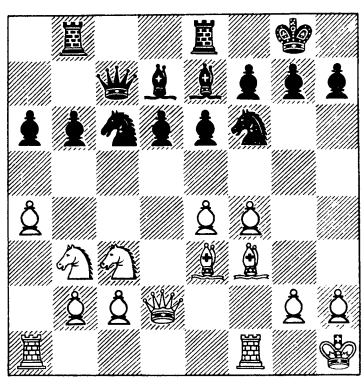
1. e2-e4 c7-c5 2. Ng1-f3 d7-d6 3. d2-d4 c5xd4 4. Nf3xd4 Ng8-f6 5. Nb1-c3 a7-a6 6. Bf1-e2 e7-e6 7. 0-0 Bf8-e7 8. f2-f4 0-0 9. Kg1-h1 Qd8-c7 10. a2-a4 Nb8-c6 11. Bc1-e3 Rf8-e8 12. Be2-f3 Ra8-b8 13. Qd1-d2 Bc8-d7 14. Nd4-b3 b7-b6 (No. 117)

The players took but a few minutes to come to this position. As a matter of fact, they have so far repeated the moves made in the 18th game of the same match. Karpov seemed to have counted on an improvement, whereas Kasparov did not want to go off the track he had chosen—on principle!

15. g2-g4

Here is the improvement on the move played in the 18th game. The thing is that only a few days after the 18th encounter this move

117



was successfully adopted by Andrei Sokolov against Zoltan Ribli (Candidates' Tournament, Montpellier, 1985). The 18th Karpov-Kasparov game went: 15. Bf2 Bc8 16. Bg3 Nd7, and Black managed to hold the balance.

15. ... Bd7-c8 16. g4-g5 Nf6-d7 17. Qd2-f2! (this is even stronger than the sequel chosen by Sokolov: 17. Bg2 Na5 18. Qf2, because at this point Black could continue 18. ... Nc4, and after 19. Bc1 the White Rook on a1 would be out of play). **17. ... Be7-f8** (now on 17. ... Na5 White can play 18. Rad1 Nc4 19. Bc1) **18. Bf3-g2 Bc8-b7**

One of Kasparov's trainers, Grandmaster Gennadi Timoshchenko thus commented on the opening in this game: "We foresaw that Karpov would attempt to improve on Sokolov's play, so we prepared a new plan of counterplay. Its main idea was that Black posts his Knight on b4 rather than on c4."

19. Ra1-d1 g7-g6 20. Be3-c1 Rb8-c8 21. Rd1-d3 Nc6-b4 22. Rd3-h3 Bf8-g7 23. Bc1-e3

An important moment. White is not happy with the line 23. Qh4 Nf8 24. f5 ef 25. ef Bxg2+ 26. Kxg2 Qb7+ 27. Kg1 Bxc3! 28. bc Rc4, and Black feels just fine. The situation in the match is such, however, that Karpov should take chances and to this end the continuation 23. f5!, leading to very great complications, not totally unpromising for White, would be the most appropriate.

23. ... Re8-e7! (a fine prophylactic manoeuvre intended to protect the f7 square should a storm on the K-side break out) **24. Kh1-g1**

But now 24. f5 ef 25. ef Bxg2+ 26. Kxg2 Bxc3 27. bc Qxc3 would hardly offer anything to White, for there is no real attack in sight for him.

24. ... Rc8-e8 25. Rf1-d1 f7-f5!

White has stopped half-way, and it is Black who has the initiative now.

26. g5xf6 Nd7xf6 (No. 118)

Again Kasparov has sacrificed a pawn, although the simple 26. ... Bxf6 would have been just as good.

27. Rh3-g3 (on 27. Bxb6 Black would respond 27. ... Ng4, with the possible continuation 28. Bxc7 Nxf2 29. Bxd6 Nxd1 30. Bxe7 Rxe7 31. Nxd1 Nxc2, and a draw would be very likely) **27. ... Re7-f7! 28. Be3xb6 Qc7-b8 29. Bb6-e3 Nf6-h5 30. Rg3-g4** (there is nothing better: if 30. Rf3, then 30. ... Bxc3 31. bc Na2!, with a superior game for Black) **30. ... Nh5-f6 31. Rg4-h4**

Withdrawing the Rook to g3 and agreeing to the repetition of moves would be the logical outcome of the game, but, as we know, a draw does not suit the Champion.

31. ... g6-g5! (again a pawn sacrifice, which White has to accept) **32. f4xg5 Nf6-g4** (on 32. ... Nxe4 White has at his disposal a rather promising Queen sacrifice, 33. Qxf7+ Kxf7 34. Nxe4) **33. Qf2-d2 Ng4xe3 34. Qd2xe3 Nb4xc2 35. Qe3-b6 Bb7-a8!** (No. 119)

36. Rd1xd6?

White could still hold on after 36. Qxb8 Rxb8 37. Bh3! For instance, 37. ... Rxb3 38. Bxe6 Bd4+ 39. Kh1 Rxb2, with double-edged play. However, under severe time pressure, Karpov lets his chance slip.

36. ... Rf7-b7 37. Qb6xa6 Rb7xb3 38. Rd6xe6 Rb3xb2 39. Qa6-c4 Kg8-h8 40. e4-e5

This loses quickly. White could put up a stiffer resistance after 40. Rxe8+ Qxe8 41. Nd1 Na3 42. Qd3 Ra2 43. Bf3.

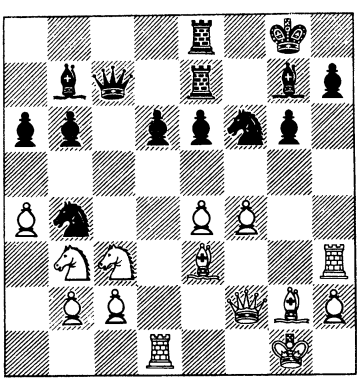
40. ... Qb8-a7+ 41. Kg1-h1 Ba8xg2+ 42. Kh1xg2 Nc2-d4+ White resigns and Garri Kasparov deservedly becomes the World Champion.

"The struggle in the match was exceptionally tough," says Kasparov. "Maybe one reason why it was one of the hardest-fought matches in all history of World Championship competitions is that we know each other so well. It is therefore hard to say which factors determined my considerable superiority in the second half of the match. Most likely, it was my more flexible preparation in the opening, my overall strategy in the match, and also the fact that I succeeded in playing on Karpov's 'own territory'.

"Each player has his own style, whose comprehension is very hard. It has often been mentioned that Karpov's chess is abstruse. I think that the explanation of this abstruseness lies in the fact that a World Champion's understanding of chess is always ahead of his own time. Anatoly Karpov could exploit such tiny plusses of his position that, for example, before our first match I could not understand how he was able to do it. And only after playing so many games with him did I understand the way I should fight him...

"I want to say once again that my style of play has been strongly influenced by Botvinnik. I have also liked to analyse the games of Alekhine and Fischer. As a result, my play rests on the general laws

118



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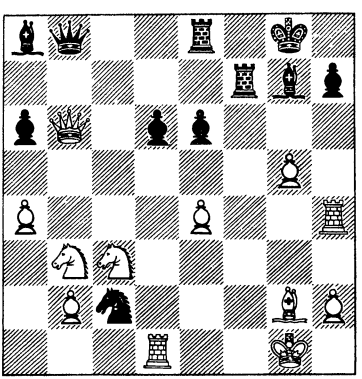


governing the game, which I have not violated, always striving to play as a position requires."

As a position requires! But assessments differ. Mediocrity maintains that all solutions should be reached solely by logical reasoning. Talent, however, while not rejecting logical constructions, always turns to emotions, intuition, and fantasy.

DRESS-REHEARSAL

On the eve of his second match with Anatoly Karpov, Kasparov played two short training matches with the world's leading Grandmasters Robert Huebner of West Germany and Ulf Andersson of Sweden. The results of these matches are presented on page 201.

Kasparov seemed to have liked this way of preparing for contests, keeping up and checking up on his sporting form, so much that before his return match with Karpov he again decided to resort to such training. Kasparov's first appearance after winning the World Title was in a short match with the Dutch Grandmaster Jan Timman (for the results, see page 201; two games of this match are presented on pages 138-142) and an equally short match with the leading British Grandmaster Anthony Miles.

Anthony Miles is a player with a sharp, fighting style, always striving for complications, rejecting general dogmatic assessments. For his uncompromising play he has humorously been called "street fighter" by British journalists.

The Kasparov-Miles contest was staged on a "neutral" territory, in the Swiss city of Basle, and played according to the already traditional formula of a six-game match. The British Grandmaster was expected to offer stiff resistance to his formidable opponent.

This, however, was not to happen. The score of the match, 5.5:0.5 in Kasparov's favour, testifies to the World Champion's indisputable superiority. Kasparov's play in this match was powerful and dynamic; he relentlessly punished his opponent's errors. At the same time, Kasparov's particular calculations and plans were invariably based on the classical laws of chess. It was a certain nihilism in Miles's assessments, and his striving for extravagance, that led to such a catastrophe for him. But when the match was over, the British Grandmaster publicly offered his gratitude to the World Champion for the severe, but highly instructive lesson.

"In spite of the disastrous score for Miles, it was his uncompromising, fighting attitude that made for interesting chess," Kasparov commented later in an interview.

To conclude our talk about the Kasparov-Miles match:

A Professor of Mathematics, who taught Miles at his university and who was very fond of chess, travelled from London to Basle with the express purpose of seeing how his former student would fare against the World Champion.

When the match was finished, Miles found it necessary to make his apologies to the Professor for such a poor showing, saying he was very sorry that he had fallen short of the Professor's expectations. "Oh, not at all!" was the answer. "You even scored half a point more than I expected."

The following two games were played in that match.

Game 64
Queen's Gambit Declined
Botvinnik System

Kasparov **Miles**

5th game of the match

1. d2-d4 d7-d5 2. Ng1-f3 Ng8-f6 3. c2-c4 c7-c6 4. Nb1-c3 e7-e6 5. Bc1-g5 d5xc4

There is no denying that Miles's play is indeed daring. He is undoubtedly aware of the fact that Kasparov has scored many brilliant victories in this variation, yet he courageously decides to throw down the gauntlet.

6. e2-e4 b7-b5 7. e4-e5 h7-h6 8. Bg5-h4 g7-g5 9. Nf3xg5 h6xg5 10. Bh4xg5 Nb8-d7 11. e5xf6 Qd8-a5 12. g2-g3 b5-b4 13. Nc3-e4 Bc8-a6

This method of playing in the Botvinnik System has also been repeatedly tested in recent competitions. The continuation 13. ... c3 14. bc bc 15. Qd3 is unfortunate here, because on 15. ... c2+ there follows 16. Bd2 with the better game for White.

14. Qd1-f3 0-0-0 15. b2-b3!

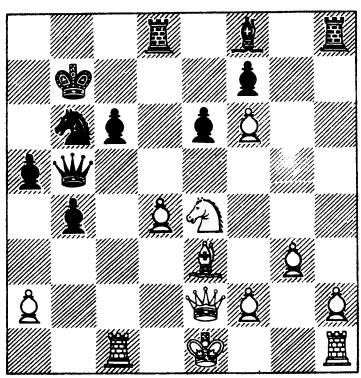
The time has come to rule out the possibility of 15. ... c3. Should this thrust be allowed, Black would gain the advantage as in the Timman-Pinther game (Toluca, 1985) which went: 15. Bg2 (weak) c3! 16. Nxc3 Nb8! 17. Ne4 Rxd4 18. Be3 b3+ 19. Nc3 Ba3!

15. ... c4xb3 16. Bf1xa6+ Qa5xa6 17. Qf3xb3 Qa6-b5 18. Ra1-c1! Nd7-b6 19. Bg5-e3 a7-a5 20. Qb3-c2

20. Ng5! is very strong here. For instance, 20. ... a4 (if 20. ... Rd7, then 21. Nxf7! Rxf7 22. Qxe6+ Rd7 23. Rxc6+, etc.) **21. Qc2 Rd7 22. Qxc6+ Qxc6 23. Rxc6+ Kb7,** and White has the advantage.

20. ... Kc8-b7 21. Qc2-e2! (No. 120)

120



One may suppose that this position, although occurring far into the middlegame, was familiar to Kasparov. We can conjecture this because Kasparov's former trainer Yevgeny Vladimirov, who was in Kasparov's team during the matches with Karpov, had a similar position in a tournament game he played in 1985. Black then consented to the exchange of Queens, which resulted in a difficult endgame for him. Miles chooses another way, but obtains ... a difficult endgame!

21. ... Qb5-d5 (21. ... Rd5 22. h4 a4 also merits consideration) **22. f2-f3 Nb6-d7 23. 0-0 Bf8-h6 24. Rf1-f2 Kb7-b6 25. a2-a3!** (opening up lines for a direct attack) **25. ... Rd8-b8**

Or 25. ... Bxe3 26. Qxe3 Rb8 27. ab ab 28. Rfc2 Rhc8 29. Rc4, and Black has a hard time.

26. a3xb4 a5xb4 27. Be3xh6 Rh8xh6 28. Qe2-d2 Black resigns.

Game 65
Queen's Gambit Declined
Miles **Kasparov**

6th game of the match

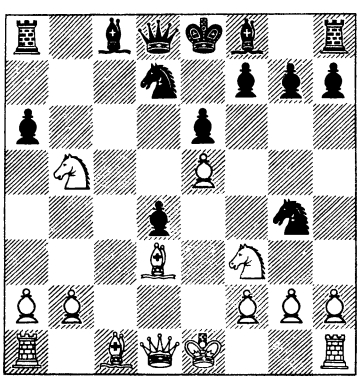
1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 d7-d5 4. Nb1-c3 c7-c6 5. e2-e3 Nb8-d7 6. Bf1-d3 d5xc4 7. Bd3xc4 b7-b5 8. Bc4-d3 a7-a6 9. e3-e4 c6-c5 10. e4-e5 c5xd4 11. Nc3xb5 Nf6-g4 (No. 121)

In the Merano System, this manoeuvre is considered to be highly dubious, whereas the Soviet Master Veniamin Sozin's old move 11. ... Nxe5 is, as long tournament practice has confirmed, sufficient for equalisation and is thought to be the best here. Kasparov, however, always has his own opinion of theoretical recommendations.

12. Qd1-a4

In the fourth game of this match, Miles continued 12. Nbxd4, but after 12. ... Bb4+ 13. Bd2 Bxd2+ 14. Qxd2 Bb7 15. Rd1 0-0

121



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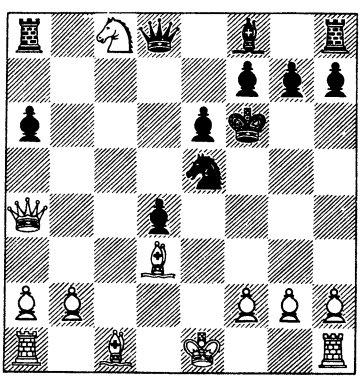


16. 0-0 Ngxe5, Black had no difficulties.

12. ... Ng4xe5!?

Theory had previously regarded this capture on e5 as quite unsatisfactory.

13. Nf3xe5 Nd7xe5 14. Nb5-d6++

The capture 12. ... Nxe5!? has also been "refuted" as follows: 14. Nc7++ Ke7 15. Qb4+ Kf6 16. Ne8+ Qxe8 17. Qxd4 with the conclusion that White stands better. However, this assessment is not so convincing in the variation 14. Nc7++ Ke7 15. Qb4+ Qd6! 16. Qxd6+ Kxd6 17. Nxa8 Nxd3+ 18. Ke2 Nc5, where Black has good counterplay. The line 15. Nxa8 Nxd3+ also results in a very complicated, unclear position.

14. ... Ke8-e7 15. Nd6xc8+ Ke7-f6! (No. 122)

A really astonishing decision! In this position, Black had previously played 15. ... Rxc8 16. Bxa6 Ra8 17. Qb5 f6 18. 0-0, with an inferior game for him (Spassky-Novotelnov, Leningrad, 1961), or 15. ... Qxc8 16 Qxd4 (Karasev-Orlov, Leningrad, 1978) and he had his hands full defending himself.

16. Bd3-e4?

White could have played 16. Bxa6, which would have resulted, after 16. ... Nd3+ 17. Ke2 Nc5 18. Qc6 Qd5, in a double-edged game.

16. ... Ra8xc8 17. h2-h4 (17. 0-0 is correct here) **17. ... h7-h6 18. 0-0**

White has probably rejected the variation 18. Bg5+ hg 19. hg+ Kxg5 20. Rxh8 Bb4+ 21. Qxb4 Qxh8 22. Qxd4 Qh1+ 23. Ke2 Qxa1 24. Qxe5+ f5 25. Qxg7+ Kf4 26. Bd3, because after 20. Rxh8 Black would have at his disposal the counterblow 20. ... f5! Also, as the World Champion has indicated, on 20. Rxh8, Rc4! is very strong; for example, 21. Qb3 Bb4+ 22. Qxb4 Qxh8 23. Qd2+ Kf6 24. g3 Qh6.

18... Rc8-c4 19. Qa4-d1 d4-d3! 20. Rf1-e1 (if 20. Bf3, then 20. ... Rxh4) **20. ... Rc4xc1! 21. Ra1xc1 d3-d2 22. Re1-f1 Qd8-d4! 23. Rc1-c2**

White no longer has a satisfactory defence (if 23. Rc8, then 23. ... Qxe4 24. Qxd2 Bb4 25. Qe3 Nf3+!).

23. ... Qd4xe4 24. Rc2xd2 Bf8-c5 25. Rf1-e1 Qe4xh4 26. Qd1-c2 Bc5-b4 27. Re1xe5 (or 27. Re4 Nf3+ 28. gf Qg5+) **27. ... Bb4xd2 28. g2-g3 Qh4-d4 29. Re5-e4 Qd4-d5** White resigns.

Yes, even in the middlegame the King is a strong piece, fully able to defend itself. The first World Chess Champion Wilhelm Steinitz, who put forward this principle, would have been quite content with the above game!

The match with Miles completed the World Champion's preparations for the new, third contest with Karpov.

Of course, the ex-Champion also did much work to prepare himself for this trial. To get in good shape, he took part in two international tournaments (Brussels and Bugojno, 1986) where, in spite of very strong fields, he confidently came in first. Thus, at Brussels (FIDE 13th category tournament) he scored nine points out of eleven

(+7=4), while at Bugojno (FIDE 16th category!) 8.5 points out of 14, having won four games, drawn nine and lost only one (to Andrei Sokolov).

On the eve of their rematch, Kasparov and Karpov gave interviews, in which they expressed some views of interest, I think, to the reader of this book.

Answering the question as to whose task is more difficult, Champion's or ex-Champion's, Kasparov said: "I have so far had the experience of only one role, the Challenger, and will defend my World Title for the first time. I am convinced, however, that the old, wise saying 'it is easier to take a fortress than to hold it' will be confirmed in our return match. For this reason, I have not allowed myself to be lenient towards my preparation. Indeed, I have prepared very hard.

"I have often been asked about our chances in the rematch. I believe they are about even. Much will depend on our preparation, shape, and frame of mind.

"It is impossible to win in chess without a creative approach, fantasy, and intuition, on which my play is founded. A firm character is also indispensable. Victory can only be won through very hard struggle. One should constantly cultivate one's will-power and ability to concentrate, with physical training being last but not least.

"One should always remember that victory does not belong exclusively to the victor, but to all those who helped, who were beside him in the struggle, who laid the foundation of the victory."

Answering the joking question "whether the chess crown is heavy", Kasparov said: "To be World Champion is first of all a great responsibility, which I feel at every step. Unfortunately, in so short a period of time I have not been able to do much to popularise my favourite game.

"However, one, in my opinion, highly important problem has been solved. Mikhail Botvinnik's correspondence chess school has re-opened. Together with my teacher, I have conducted the first study sessions of the school, to which very capable children from various places came.

"The restoration of this school is my duty to the Soviet chess organisation which has brought me up."

In his interview, Karpov dwelt upon the problems of regulations for World Championship matches: "Practice has shown that 24 games is the most reasonable limit on matches of this level. And it is not coincidental that after much experimentation we have again returned to the old formula."

Having been asked whether return matches will be retained, Karpov replied:

"Irrespective of the outcome of the present encounter, I consider return matches as the historically established privilege of dethroned World Champions, and I see no reason to deprive them of this privilege. The recent attacks on this institution have been solely due to the old 3-year cycle of World Championship competitions being replaced by a 2-year cycle in which there is simply no place for a

rematch. But since this new, two-year system has been much criticised and, since we will very likely return to the old system, it seems quite reasonable to reinstate the return match too. There is yet another consideration in favour of rematches. Defeating his rivals one by one, a Challenger comes to a World Championship match in top form. A Champion, on the other hand, lacks this splendid opportunity to practice, and is thus inevitably less well prepared for the match, even though he has done a huge amount of preparatory work."

"What importance do you attach to the psychological factor in your rematch with Kasparov?" one journalist asked Karpov.

The ex-Champion replied: "Having played 72 games in our two previous matches, we are now able, as it were, to perceive each other very well. It is exactly for this reason (combined with a number of other factors which determine one's sporting shape) that the psychological factor of one's determination to fight, and the psychological motivations in the fight, will be of not least, and will indeed sometimes be of the utmost importance."

THE CONVINCING VICTORY

The autumn of 1986 was indeed an autumn of chess. From August to October all chess devotees the world over were excitedly following the World Championship Return Match between Kasparov and Karpov. Would the Champion defend his title in the battle with his formidable rival?

Garri Kasparov or Anatoly Karpov? The possible outcome of their new duel had been hotly disputed not only by the experts and representatives of the media. There was not a single chess club, not a single chess circle where the games of the return match would not be analysed. Even the people generally uninterested in chess started discussing the situation of the rematch. Such was the attraction of a real art, so captivating was the scenario of this high drama.

Yes, the scenario of a drama indeed. The famous Soviet stage director Georgi Tovstonogov shares his impressions with us: "When the performance in chess is on a high level, it nearly always means that the scenario is remarkably good. There are plays with many actors, but to see them is very boring, because their plot and denouement are so easily guessed. A (good) game of chess has only two performers, but they keep the spectator in high tension right to the end."

It so happened that the Kasparov-Karpov Return Match, as it were, marked a centenary of World Championship competitions, for the first match for the "chess crown", between Wilhelm Steinitz and Johannes Zukertort, was played in 1886.

The third Kasparov-Karpov duel not only proved worthy of all preceding top-level competitions but in many respects surpassed them by the intensity of its sporting and creative struggle. "It was the best of all World Championship Matches," the Chief Arbiter of the Return Match, Grandmaster Lothar Schmid of West Germany, said with great conviction. "Yes, a match of the highest calibre. Maybe the highest in all the history of World Chess Championship matches...

"I would like to draw a parallel between Kasparov and Alekhine. Kasparov reminds me of Alekhine because of his love for beauty in chess. He has succeeded in doing tremendously many things at the board. This is all the more important because you should remember that he has to play Karpov himself, who is extraordinarily strong and very hard to beat. Yet, Kasparov has already done it."

In the history of World Championship Matches, there have been many cases when the same players met each other more than once. In the last decade of the 19th century Steinitz twice played Tchigorin (in 1889 and 1892) and also Lasker (in 1894 and 1896). There were also other double events. But only Mikhail Botvinnik and Vasili Smyslov had met each other three times in succession before the Kas-

parov-Karpov contest. From 1954 to 1958 they played 69 games for the world title, and Botvinnik was a little more successful.

But Garri Kasparov and Anatoly Karpov broke the record, so to speak. At FIDE's will, they have had to play three matches, totalling 96 games, in just two years. And the final score of all these encounters is 48.5 to 47.5 in Kasparov's favour. The World Champion scored 13 wins, the ex-Champion 12, the rest of the games being drawn.

As has already been mentioned above, such gruelling tests of endurance are hardly worth praising. A detailed discussion of the FIDE activity in this direction, however, is beyond the scope of this book.

It has not happened for many years that a match between the planet's two strongest players should be split between two different countries. But this time FIDE ruled that the first twelve games of the 24-game rematch (the old, well-tested regulation once again!) should be played in London, while the remainder, up to a maximum of twelve, in Leningrad.

Motivating this decision, FIDE President Florencio Campomanes said: "Both participants expressed their desire to play in Leningrad, but we also strived to satisfy the wishes of the West European community that had shown colossal interest in the Return Match."

Although this decision made the participants' life rather difficult, there is no denying that it was beneficial to the popularisation of the art of chess. The first twelve games of the rematch have become perhaps the major event in the cultural life of the capital city of England. In her speech at the opening ceremony, the British Prime Minister Margaret Thatcher said that chess is one of the means of drawing the people of the world closer to one another, assisting in establishing friendly contacts.

Let us now recall the course of events in the return match.

The Park Lane Hotel, London, 28th July-27th August. Garri Kasparov won the 4th and the 8th games, Anatoly Karpov the 5th. The score of the first half of the rematch: 6.5 : 5.5 in favour of Kasparov.

The Leningrad Hotel, Leningrad, 5th September-8th October. Garri Kasparov won the 14th, 16th and 22nd games, Anatoly Karpov the 17th, 18th and 19th. The second, Leningrad half of the rematch ended in an even score (6:6).

Here are some more facts and figures. First of all, one should note that for a contest of this level the number of won games is rather large, nine out of twenty-four. White's tremendous superiority is conspicuous: eight wins out of the nine went to White. What is the reason for such a great preponderance achieved by White?

It seems that for Kasparov and Karpov, who are in a class of their own, the minimal advantage of the first move, which nowadays is barely perceptible even at grandmaster level, is a rather significant factor in striving for a win.

It is interesting, too, to note that the ex-Champion had to overtake the Champion throughout the rematch, never managing to move

ahead. After Kasparov took the lead at the start of the contest, the score was equal only between the 5th and 7th games and also between the 19th and 21st. The World Champion was leading with confidence almost throughout the whole distance.

After the 16th game Kasparov was three points ahead. It seemed that the fight was already over. But at that highly dramatic moment Karpov could justifiably say about himself, "My head is bloody but unbowed", for, winning three games in succession, he caught up with the World Champion.

How did it happen? Kasparov recalls: "Apart from this period (17th-19th games) I had a considerable advantage throughout the rematch. I am dissatisfied with the final score, although I am, of course, gratified to have attained my main object—retention of the World Title. Considering the character of play in the rematch, our contest should have ended earlier. But, frankly speaking, I just succumbed to the (premature) euphoria of the already won victory, and was punished as a result. I have learned the lesson, and will not forget it in a hurry."

This is an interesting and well-substantiated explanation. It is rather pointless to guess what could have happened in the Return Match if... Facts are facts. Today Kasparov is stronger than Karpov. Whereas earlier he was not as good as Karpov at positional manoeuvring, at which the ex-Champion used to be perhaps the greatest virtuoso, Kasparov is at present in no way inferior to Karpov in this respect. This can be well illustrated by the 4th game of the rematch (see page 170), in which it is very hard to point to Karpov's decisive error—so delicately and subtly did the World Champion exploit his advantage.

At the same time, in dynamic middlegame positions, where sharp, tactical struggle rules supreme, Kasparov is incomparable. But it is also necessary to note that whereas in the 1985 Match Kasparov was better prepared in the opening, in the 1986 Rematch Karpov succeeded in bridging the gap. In most of the games, very deep opening schemes were demonstrated, and new lines, enriching modern theory, were tested. The Return Match has shown that at present the other Candidates for the title are no match for the title-holder and his rival, the ex-World Champion. It is quite possible therefore that in the next World Championship Match in October 1987, in Seville, we again will see the "eternal" rivals on the stage, Garri Kasparov and Anatoly Karpov, the incomparable artists of the eternally youthful art of chess.

To close this introduction to the last chapter of our book, here are just a few remarks made by the World Champion at the press conference after the rematch.

"Did you believe in victory?" asked one journalist.

"I had not a shade of doubt," was the reply.

Touching upon the problem of regulations for World Championship competitions, the World Champion said: "The enormous number of games played in my matches with Karpov could undoubtedly have been distributed over a period of, say, six years, rather than be

squeezed, as actually happened, into 25 months. Here one can but lament the ill-advised actions of FIDE. However, it is the strongest who sooner or later challenges a Champion, whatever regulations are adopted.

"The hundred-year-long history of World Chess Championship competitions has proved that he who becomes World Champion is invariably the strongest player of his time. Of those whose names have been inscribed in the annals of chess history, I cannot think of a single one who became World Champion by chance."

"You have very recently graduated with honours from the Azerbaijan Pedagogical Institute of Foreign Languages. What next? What are you going to do apart from chess?" was the question.

"I have always had a bent for the humanities," replied Kasparov. "And now I have an especial thirst for philosophy and history. I would like to take them up in earnest. Even during the rematch, when in Leningrad, I was reading the *Historical Atlas of the World* and the *History of the Egyptian Pyramids* (both in English). I am interested in how sports, chess in particular, influence people. I am interested in the process of thought; how it was shaped, how it has changed, and what it is today."

As is known, both participants of the World Championship Return Match decided to give all their earnings to the relief fund for the sufferers from the Chernobyl Atomic Power-Station disaster. Their noble decision was highly appreciated by the world community.

"It was a very remarkable move off the chess board, it does honour to both Soviet Grandmasters," said the Vice-President of FIDE Bozhidar Kazic of Yugoslavia.

Below we present a number of games from the Return Match.

Game 66
Nimzo-Indian Defence
Kasparov **Karpov**
4th game of the Rematch

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 Bf8-b4 4. Ng1-f3 c7-c5 5. g2-g3

An old line, adopted in the 1920s by the celebrated Polish Grandmaster Akiba Rubinstein and, in the '30s, by Alexander Alekhine. It then sank into oblivion, and has been re-introduced into modern competitive chess by Soviet Grandmaster Oleg Romanishin. The move 5. g2-g3 has now become one of the main lines in this opening system.

The fianchettoing of the light-squared Bishop passed the acid test in the previous encounters between Kasparov and Karpov. The adoption of the move usually resulted in very complicated positions, rich in possibilities.

5. ... c5xd4

Transposing into the English Opening. In some of the previous

games thus opened, Karpov played 5. ... Nc6.

6. Nf3xd4 0-0 7. Bf1-g2 d7-d5 8. Qd1-b3

The sequel 8. cd Nxd5 9. Bd2 Nxc3 10. bc Ba5 is hardly promising for White. Black intends to advance his e-pawn from e6 to e5, which will enable him to complete the deployment of his forces in a most convenient manner.

8. ... Bb4xc3+

An interesting alternative here is 8. ... Na6, as occurred in the Ghitesku-Short game (World Team Championship, Lucerne, 1985), which went as follows: 9. 0-0 Qa5 10. cd Bxc3 11. Qxc3 Qxc3 12. bc ed (12. ... Nxd5 13. c4 Nb6 14. c5! Nd5 15. Ba3 would be favourable for White) 13. Ba3 Re8 14. c4 dc 15. Rfc1, with a slightly superior game for White.

9. b2xc3 (No. 123)

Curiously enough, at the recent World Team Championship (Lucerne, 1985) Karpov had this position as White against Portisch.

The Hungarian Grandmaster continued 9. ... dc, expecting White to play 10. Qxc4, which would lead to equality. Karpov, however, offered a pawn, obtaining, after 10. Qa3 Nbd7 11. Nb5 Nb6 12. 0-0 Bd7 13. Rd1, an active, promising game. Instead of 10. ... Nbd7, Black should perhaps have played 10. ... e5.

This time, however, Karpov avoids exchanging at c4.

9. ... Nb8-c6 10. c4xd5

Because 10. ... Na5 is threatening, this exchange is necessary.

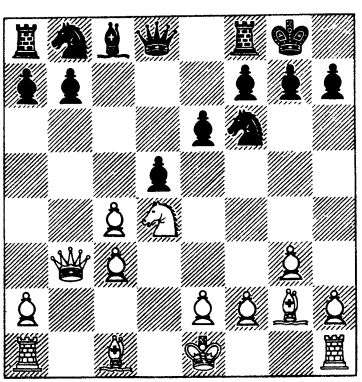
10. ... Nc6-a5

The Black Knight's raid to the edge of the board is playable even now, the more so that both 10. ... Nxd5 and 10. ... ed would give White, possessing a pair of active Bishops, a positional advantage.

11. Qb3-c2 Nf6xd5 12. Qc2-d3!

White must push his c-pawn forward, thus activating his pieces

123



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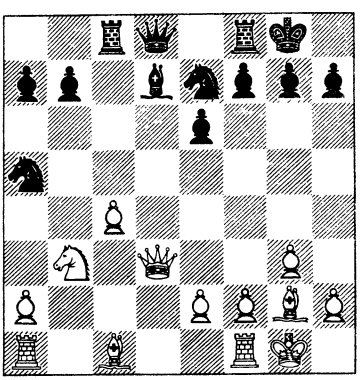


(specially the Bishops). The immediate 12. c4? is, of course, bad in view of 12... Nb4, followed by Qxd4 and Nc2+.

12. ... Bc8-d7

At this juncture, 12. ... Qc7 comes into serious consideration.

13. c3-c4

The line 13. Ba3 Re8 14. c4? would be erroneous, because of 14. ... Nxc4 15. Qxc4 Qa5+, etc.

13. ... Nd5-e7?

Black has a large choice here and, as so often happens in similar situations, he chooses a dubious path. Of course, 13. ... Nb4 is no longer playable because of 14. Qc3, but after 13. ... Nb6 Karpov would have had counterplay. The possible variations are 14. c5 Nbc4 15. Rb1 Rc8, or 14. Ba3 Re8 15. c5 Nbc4 16. Bb4 e5, with a double-edged game.

14. 0-0 Ra8-c8 15. Nd4-b3! (No. 124)

It is the force of this move, securing a great scope for the White Bishops, that the ex-World Champion seems to have underestimated.

15... Na5xc4

Here 15. ... Nxb3 16. ab would have led to a very difficult game for Black, while 15. ... Rxc4? would have been a gross blunder because of 16. Nxa5.

16. Bg2xb7 Rc8-c7 17. Bb7-a6!

Such outwardly simple moves are not easily found. The Bishop has abandoned his "home" diagonal h1-a8 to drive away the active Black Knight at c4, whereas after the natural 17. Bg2 Black would answer 17. ... Bc6! and be rid of his difficulties.

17. ... Nc4-e5

The tempting 17. ... Ng6, to meet 18. Bxc4 with 18. ... Ne5, would be strongly countered by 18. f4!

18. Qd3-e3 Ne5-c4

To any other retreat, White would reply 19. Ba3, with dangerous threats.

19. Qe3-e4!

The initiative is worth more than the Black pawn on a7. In the event of 19. Bxc4 Rxc4 20. Qxa7 Nd5, Black would have obtained equal chances.

19... Nc4-d6

This retreat makes White's advantage quite evident, whereas after the much stronger 19. ... Qa8! Black would have had considerably better chances to salvage half a point.

20. Qe4-d3 Rc7-c6

A tactical oversight. Here 20. ... Bc6 would have been better.

21. Bc1-a3 Bd7-c8

Black intended to continue 21. ... Qb6, failing to notice that this raid of the Black Queen would be refuted by 22. Nd4!, and that the pressure of the menacing White Bishop on the diagonal a3-f8 would be too strong. 21. ... Nd5 is also unplayable, because of the simple but strong 22. Rac1.

22. Ba6xc8 Nd6xc8 23. Rf1-d1 Qd8xd3 24. Rd1xd3 Rf8-e8 25. Ra1-d1 f7-f6

White threatened 26. Rd8. Black's position is now very difficult. Moreover, Karpov was already hard pressed for time.

26. Nb3-d4! Rc6-b6 (or 26. ... Ra6 27. Nb5) **27. Ba3-c5 Rb6-a6 28. Nd4-b5 Ra6-c6** (if 28. ... Rxa2, 29. Nc7, etc.) **29. Bc5xe7 Nc8xe7**

After 29. ... Rxe7 30. Rd8+ Kf7 31. Rxc8 Rxc8 32. Nd6+, Black would have lost at once.

30. Rd3-d7 Ne7-g6 (31. Nd6 was threatening) **31. Rd7xa7**

White has not only gained material, but also retained strong pressure. The outcome of the fight is thus predetermined.

31. ... Ng6-f8

The attempt to prevent the penetration of White's second Rook to the seventh rank by 31. ... Re7 would fail to 32. Ra8+ Nf8 33. Rdd8 Rf7 34. Nd6, etc.

32. a2-a4 Re8-b8 33. e2-e3 h7-h5 34. Kg1-g2 e6-e5 35. Rd1-d3!

The simplest method of winning. When one of the Rooks is exchanged, it would be quite easy for White to promote his a-pawn.

35... Kg8-h7 36. Rd3-c3 Rb8-c8 37. Rc3xc6 Rc8xc6 38. Nb5-c7 Nf8-e6 39. Nc7-d5 (this is more exact than 39. Nxe6 Rxe6) **39. ... Kh7-h6 40. a4-a5 e5-e4** (No. 125)

An attempt to gain counterplay by attacking the White King. At this point, the game was adjourned, Kasparov taking 16 minutes on his sealed move.

41. a5-a6

Both simple and convincing, although all roads lead to Rome here. For example, 41. Re7 would be strong. Black resigns without resuming play.

However, could not he continue 41. ... Ng5 to create mating threats to the White King? Alas! Black's counterplay comes too late, e.g., 41. ... Ng5 42. Ra8 Nf3 43. a7 Rc1 44. Rh8+ Kg6 45. Nf4+ Kf7 46. Rf8+, etc. or 45. ... Kf5 46. Ne2.

Kasparov wins his first victory in the Rematch in a truly great style. His play in this game is irreproachable, being a blend of fine positional manoeuvring and superb technique. The World Champion has again demonstrated the universality of his style.

Game 67
Gruenfeld Defence

Karpov **Kasparov**

11th game of the Rematch

1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 d7-d5 4. Bc1-f4

This solid, dependable line guarantees White against surprises, but, on the other hand, it does not promise him an opening advantage. Small wonder, therefore, that in the second half of their contest Karpov selected other lines.

4. ... Bf8-g7 5. e2-e3 c7-c5

The move 5. ... c6 is also played here, but, as usual, Kasparov strives for a sharp, complicated game.

6. d4xc5 Qd8-a5 7. Ra1-c1 (on 7. cd, Black could respond with 7. ... Nxd5) **7. ... d5xc4 8. Bf1xc4 0-0 9. Ng1-f3 Qa5xc5 10. Bc4-b3** (10. Qb3 deserves consideration) **10. ... Nb8-c6 11. 0-0 Qc5-a5 12. h2-h3 Bc8-f5 13. Qd1-e2**

In the 9th game of the rematch, Karpov continued 13. Nd4, but after 13. ... Bd7! Kasparov equalised without much trouble.

13. ... Nf6-e4 14. Nc3-d5 e7-e5 (No. 126)

This position is analysed by every monograph devoted to the Gruenfeld Defence, in particular by that of Botvinnik and Estrin. These authors mainly consider the retreat of the dark-squared Bishop to h2, whereupon Black succeeds in equalising by 15. ... Be6.

Karpov, however, takes an unexpected and exceedingly interesting decision to sacrifice the Exchange, thus posing very difficult problems for the World Champion.

15. Rc1xc6!

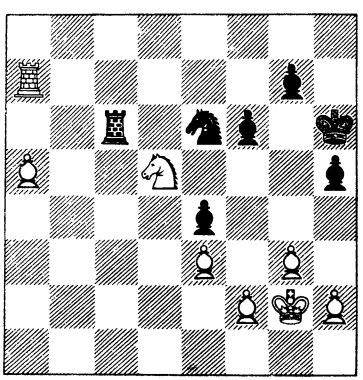
The idea behind this move is not at all obvious. Incidentally, Grandmaster Alexei Suetin mentioned that the move had already been analysed by him and Tigran Petrosian in 1971 when they prepared for the Petrosian-Fischer match. However, the diagrammed position never occurred in that competition and Petrosian's secret weapon had thus remained unused—sealed and guarded!

15... e5xf4

After relatively short meditation Kasparov has declined the Greek gift. He probably did not like the variation 15. ... bc 16. Ne7+ Kh8 17. Nxe5 Bxe5 18. Nxc6, where Black could then defend himself by playing 18. ... Qd2. After 17. Nxc6 Qb6 18. Ncxe5 Be6, the game would also be unclear.

16. Rc6-c7 Bf5-e6!

125



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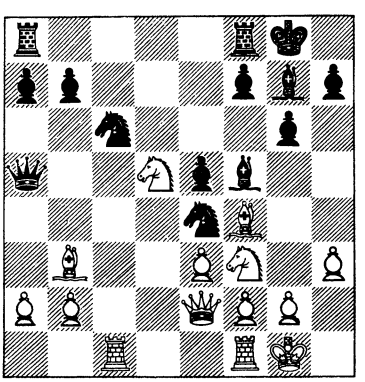

Kasparov took almost an hour to decide on this, inconspicuous move. It would seem that Black should have continued 16. ... fe: however, 17. Qxe3 Bxb2 18. Nd4 would have led to a difficult position for him.

17. Qe2-e1!

A very subtle manoeuvre, too. In the event of 17. Rxb7 Bxd5 18. Rb5 Nc3! 19. bc Bxf3 20. gf Qxc3, White would have gained nothing. The variation 17. Ne7+ Kh8 18. Rxb7 Nd6 is also good for Black.

17... Qa5-b5!

The ending resulting from 17. ... Qxe1 18. Rxe1 Bxb2 19. Ne7+ Kh8 20. Bxe6 fe 21. ef Rxf4 22. Rxb7 would be advantageous for White.

18. Nd5-e7+ Kg8-h8 19. Bb3xe6

Avoiding the cunning trap: 19. ef Ng3! 20. fg Qb6+.

19. ... f7xe6 20. Qe1-b1!

After 20. ef, Black could also play 20. ... Ng3!, as in the note to White's 19th move. Karpov strives to co-ordinate his forces to attack the Black King.

20. ... Ne4-g5 21. Nf3-h4 (No. 127)

Now White threatens to sacrifice his Knight on g6. Black should be on the alert.

21... Ng5xh3+!?

Let the storm rage on, and be more violent than before! Had he so wished, Kasparov could have forced a draw at this moment; for after 21. ... fe White would have had nothing better than 22. Nhxg6+ hg 23. Nxg6+ Kg8 24. Ne7+, taking the perpetual check.

22. Kg1-h2

Not, of course, 22. gh Qg5+ 23. Ng2 f3, etc.

22. ... Qb5-h5 (here 22. ... Nxf2!? would be very interesting) **23. Ne7xg6+**

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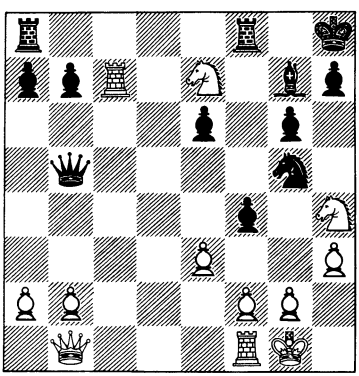

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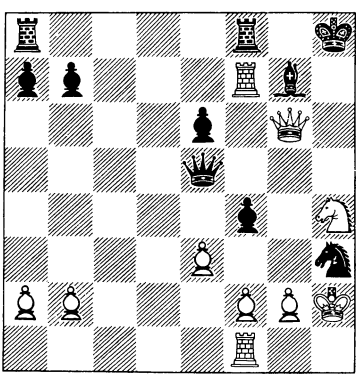


On 23. Kxh3, Black could answer 23. ... g5. In the case of the tempting 23. Nhxg6+ hg 24. Qxg6, Black would have at his disposal the sufficient defensive resource 24. ... Qh7.

23. ... h7xg6 24. Qb1xg6

Now it is Karpov who avoids a draw, which could be reached after 24. Nxg6+ Kg8 25. Ne7+, but he achieves ... nothing.

24... Qh5-e5!

An excellent rejoinder! Many spectators seemed to think at this moment that Karpov was in difficulties. Indeed, on 25. Rxg7 Black could continue 25. ... fe+ 26. f4 Qxg7 27. Qh5+ Kg8 28. gh Qxb2+ 29. Kh1 Rf7. However, Karpov finds a way out.

25. Rc7-f7 (No. 128)

A very intricate situation indeed. What should Black do now? 25. ... Ng5, for instance, is bad in view of 26. ef. Tremendously complicated variations may arise after 25. ... fe+ 26. Kxh3 e2. For example, 27. Re1 Rxf7 28. Qxf7 Qxb2 29. Qh5+ Kg8 30. Rxe2.

25. ... Rf8xf7 26. Qg6xf7 Nh3-g5 27. Nh4-g6+ (or 27. Qxb7 Qd5!) **27. ... Kh8-h7 28. Ng6xe5 Ng5xf7 29. Ne5xf7 Kh7-g6 30. Nf7-d6 f4xe3 31. Nd6-c4**

The last clouds of the storm disperse. White could not, of course, play 31. fe?, because of 31. ... Be5+. Now, however, a draw is inevitable.

31. ... e3xf2

Black would perhaps have had a few more winning chances after 31. ... b5 32. Nxe3 Bxb2 33. Rb1 Be5+ 34. g3 a6.

32. Rf1xf2 b7-b5 33. Nc4-e3 a7-a5 34. Kh2-g3 a5-a4 35. Rf2-c2 Ra8-f8 36. Kg3-g4 Bg7-d4 37. Rc2-e2 Bd4xe3

A Rook-and-Pawn ending would leave Black no winning chances at all, but 37. ... Be5 38. g3, followed by Ng2, would hardly promise him anything either.

38. Re2xe3 Rf8-f2 39. b2-b3

The sequel 39. Rxe6+ Kf7 40. Rb6 Rxg2+ 41. Kf3 Rxb2 42. a3, etc. would also result in a draw.

39. ... Rf2xg2+ 40. Kg4-f3 Rg2xa2 41. b3xa4 Game drawn. This captivating, thrilling game was acclaimed as the best in the London half of the Return Match.

One hundred years ago, in 1886, Wilhelm Steinitz was awarded a brilliancy prize for his victory over Johannes Zukertort in the eighth game of the first ever World Championship Match.

After the first half of the 1986 Kasparov-Karpov Rematch, both participants received special brilliancy prizes, donated by the British Insurance Company, Save and Prosper, for their profound and resourseful play in the eleventh game.

Commenting upon this game, British Grandmasters wrote:

"The Exchange sacrifice by Karpov in this game I consider to be the principal novelty of 1986. The eleventh game is the best of all those played in London." (Jonathan Nunn)

"In this game, the opponents played in the same key, so to speak.

The ex-World Champion played in his rival's style, in as aggressive, attacking and uncompromising a manner as has always distinguished Kasparov himself." (Anthony Miles)

Game 68
Ruy López
Kasparov **Karpov**
16th game of the Rematch

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 a7-a6 4. Bb5-a4 Ng8-f6 5. 0-0 Bf8-e7 6. Rf1-e1 b7-b5 7. Ba4-b3 d7-d6 8. c2-c3 0-0 9. h2-h3 Bc8-b7 10. d2-d4 Rf8-e8 11. Nb1-d2

At the International Tournament in London, 1986, British Grandmasters Nunn and Chandler played, in their games with Karpov, 11. Ng5, giving him to understand that they would agree to draw. Such "strategy" is not to Kasparov's liking.

11. ... Be7-f8 12. a2-a4 h7-h6 13. Bb3-c2 e5xd4 14. c3xd4 Nc6-b4 15. Bc2-b1 c7-c5

A complicated position, often tested in competitions of various levels, has now arisen. Instead of 15. ... c5, Black sometimes plays 15. ... Qd7 16. Ra3 Rad8 17. ab ab 18. Rae3, with the resulting position being rather in White's favour. The transfer of the White Q-side Rook to e3 is one of the ideas behind the advance a2-a4.

Black has also been known to play 15. ... Nd7, and only then c7-c5, with an unclear game. Alexander Belyavsky's recommendation, 15. ... ba 16. Rxa4 a5, also leads to an unclear situation.

16. d4-d5

The line 16. dc dc 17. e5 Nd7 18. ab ab 19. Rxa8 Bxa8 20. e6 Rxe6 21. Rxe6 fe 22. Ne4 Qc7 23. Nc3 is less promising for White, Black's position being very solid (Kasparov-Balashov, 1982 Soviet Championship).

16. ... Nf6-d7 17. Ra1-a3

On 17. Nf1 Black may respond with 17. ... f5!? 18. ef Nf6, and White will not be able to hold his position in the centre.

17. ... c5-c4 18. Nf3-d4

The 14th game of the Rematch went:18. ab ab 19. Nd4 Rxa3 (19. ... Qb6 is also quite playable) 20. ba Nd3 21. Bxd3 cd. On 22. Nxb5, there might have followed 22. ... Ba6, with the initiative for the sacrificed pawn. Accordingly, Kasparov played here 22. Bb2.

18... Qd8-f6

An innovation. Previously, the Black Queen has invariably been developed to b6.

19. Nd2-f3 Nd7-c5

Karpov's standing in the Rematch compels him to seek complications. Sacrificing a pawn, he activates his pieces.

20. a4xb5 a6xb5 21. Nd4xb5

Not, of course, 21. Rxa8 Rxa8 22. Nxb5, allowing the Black Rook to penetrate to the first rank by 22. ... Ra1.

21. ... Ra8xa3 22. Nb5xa3 Bb7-a6

The whole plan of Black's counterplay appears to have been prepared by Karpov in advance. Having sensed this, Kasparov starts thinking about his each move very carefully, making assurance doubly sure.

23. Re1-e3 Re8-b8!

Mounting the tension. It would be insufficient to play 23. ... Nbd3 24. Bxd3 cd 25. b4 Nxe4 26. b5 Bb7 27. Rxd3 Nc3 28. Bb2 Nxd1 29. Bxf6 Nxf2 30. Kxf2 gf 31. Nc4, giving White better chances.

24. e4-e5! d6xe5 25. Nf3xe5 Nb4-d3 (No. 129)

As the subsequent analyses of this complicated, double-edged position have revealed, 25. ... Ncd3 would be more promising.

26. Ne5-g4

This only complicates matters unnecessarily, whereas the quiet and solid 26. Qc2 would have sufficed. Then, on 26. ... g6, White could simply answer 27. Naxc4 and Black has no sufficient compensation for the lost pawn. At the same time, 26. Bxd3 Nxd3 27. Rxd3! cd 28. Nd7 Qd6 29. Nxb8 Qxb8 would merely result in a roughly level game.

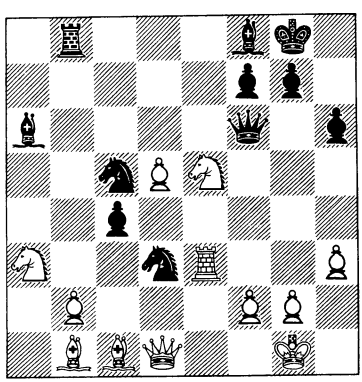
26. ... Qf6-b6! 27. Re3-g3 g7-g6

The sequel 27. ... Ne4 28. Nxh6+ Kh7 would lead to immense complications. On the other hand, after 27. ... Kh8 28. Nxh6! Ne4!, Black would have repelled the attack.

28. Bc1xh6 Qb6xb2 29. Qd1-f3!

An unexpected, very strong move. Sacrificing a piece, Kasparov launches a dangerous attack against the Black King. Still, in the variation 29. ... Qxa3 30. Nf6+ Kh8 31. Qh5 Rxb1+ 32. Bc1+ Kg7 33. Ne8+ Kg8 34. Nf6+ White would have to take the perpetual check.

129



29... Nc5-d7

Bringing up his reserves in a hurry. One gets the impression that Black has nothing to fear.

30. Bh6xf8 Kg8xf8 31. Kg1-h2!

A fine, subtle manoeuvre, which inconspicuously prepares for a lightning onslaught on the Black King's shelter. Now that the White King is safe Kasparov is again ready to sacrifice material. His immediate threat is 32. Nh6.

31. ... Rb8-b3

On 31. ... Qxa3 White would have responded with 32. Nh6, to counter 32. ... Qe7 with 33. Rxg6 Ke8 34. d6!, etc. However, it is 31. ... Qc1 that would perhaps have been Black's best chance to survive.

32. Bb1xd3 (No. 130)

At this critical moment Karpov was under severe time pressure. Black has a relatively large and varied choice of moves. His choice should perhaps have fallen upon 32. ... Rxd3 33. Qf4! Qxa3 34. Nh6 Qe7 35. Rxg6 Qe5 36. Qxe5 Nxe5 37. Rxa6, with roughly level chances (e.g., 37. ... c3 38. Nf5).

32. ... c4xd3 33. Qf3-f4 Qb2xa3

This tempting move turns out to be a grave mistake. To save himself, Black should have attempted 33. ... d2.

34. Ng4-h6 Qa3-e7 35. Rg3xg6 Qe7-e5 (No. 131)

Karpov seems to have pinned his hopes on this retort. However...

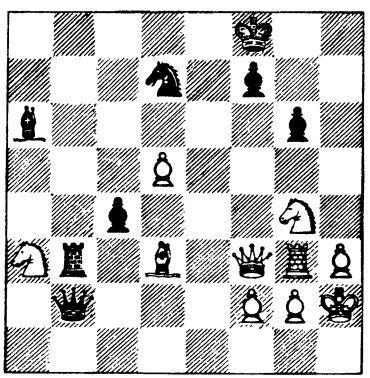
36. Rg6-g8+ Kf8-e7 37. d5-d6+!

The scintillating finale! Now 37. ... Qxd6 is decisively met by 38. Re8+, while 37. ... Kxd6 fails to 38. Nxf7+.

37. ... Ke7-e6 38. Rg8-e8+ Ke6-d5 39. Re8xe5+ Nd7xe5 40. d6-d7 Rb3-b8 41. Nh6xf7 Black resigns.

A splendid victory for the World Champion!

130



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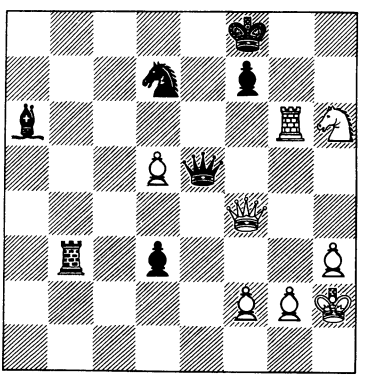


Game 69
Gruenfeld Defence

Karpov **Kasparov**

19th game of the Rematch

1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 d7-d5 4. Ng1-f3 Bf8-g7 5. Qd1-b3 d5xc4 6. Qb3xc4 0-0 7. e2-e4 Nb8-a6

This original plan was suggested many years ago by Soviet Grandmaster Vyacheslav Ragozin, and subsequently refined by Argentinian Grandmaster Miguel Najdorf.

While developing his Queen's Knight to the edge of the board, Black does not mean to give up the Gruenfeld's main strategical idea of putting pressure on White's pawn centre. Another important idea of the Ragozin-Najdorf plan is to activate Black's Q-side pieces.

However, as is so usual in chess, in the coming collision of plans, White also has something to say, for his pawn centre is indeed very strong, affecting in no small degree all future developments.

It is worth mentioning that, in the 15th and 17th games of the Rematch, Kasparov continued 7. ... Bg4.

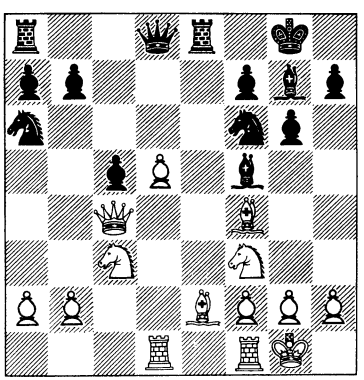
8. Bf1-e2 c7-c5 9. d4-d5

9. dc is erroneous, because after 9. ... Be6 10. Qb5 Rc8! 11. Qxb7 (or 11. Be3 Ng4) 11. ... Nxc5 Black's initiative would be very dangerous. The alternative 9. e5 Ng4 10. h3 cd 11. hg dc 12. bc Qa5 gives Black good counterplay.

9. ... e7-e6 10. 0-0 e6xd5 11. e4xd5 Bc8-f5 12. Bc1-f4 Rf8-e8 (here 12. ... Qb6 comes into serious consideration) **13. Ra1-d1** (No. 132)

The position that has resulted is thus characterised by the well-known Soviet theoretician, Grandmaster Mark Taimanov: "The chief

132



strategical conflict of the coming middlegame is centred on the future of the White pawn on d5. Should White succeed in exploiting its potential, he would have the initiative. If, however, Black succeeds in blockading this pawn, he will secure a more promising game for himself."

13. ... Nf6-e4

This is typical of Kasparov, who always strives to play actively with his pieces. In this position Black has also played 13. ... Qb6 14. Nh4 Bd7 15. Qe3 Qb4 with chances for both sides in a less sharp situation.

14. Nc3-b5!

Everything that has occurred thus far has repeatedly been encountered in tournament practice, the usual continuations being 14. Be3 and 14. Bd3. Karpov takes a bold and unexpected decision in the manner of ... Kasparov himself! White offers a pawn in order to be able to control the vitally important squares c7 and d6, as well as to prevent the blockade of his d5-pawn. On 14. ... Bxb2, he has at his disposal the strong 15. d6!

14... Qd8-f6

An interesting, though very risky, attempt is 14. ... g5 15. Bc1 g4, complicating the situation still further.

15. Be2-d3

The game is rapidly coming to a crisis. What should Black do next? The still small voice of reason has doubtless warned him that the manoeuvre 15. ... Bg4, with the possible continuation 16. Be5 Rxe5 17. Nxe5 Bxd1 18. Bxe4 Qxe5 19. Rxd1, would be the wisest course. White's position would be preferable, but Black would be able to put up a stout defence. Also, 15. ... Bd7 is worth considering; for instance, 16. Be5 Qb6 17. Qxe4 Bxb5 18. Bxb5 Qxb5 19. d6. White stands more actively, of course, but Black's position seems solid enough to withstand the pressure. Kasparov, however, takes a risky, and rather less justified, decision.

15. ... Na6-b4!? 16. Nb5-c7 Nb4xd3 17. Nc7xe8 Ra8xe8 18. Qc4xd3!

Not fearing ghosts! Should Black now play 18. ... Nxf2 or 18. ... Ng3, the White Queen would retreat to b5 with a gain of tempo, because the Black Rook at e8 would be en prise.

18. ... Qf6xb2

One may have the impression that the Exchange sacrifice has turned out not so badly for Black. That would have very likely been so, had Kasparov played any other opponent but Karpov. With a really surprising insight the ex-World Champion gets to the bottom of his opponent's plans, rendering them harmless.

19. Rd1-e1!

The variation 19. d6 Nc3 20. d7 could have led to very great complications. Avoiding unclear combinations, Karpov finds a clear-cut method of exploiting his material advantage, the pin on the Black Knight becoming now a factor of prime importance, while the passed pawn on d5 will prove decisive in the future. At the same time,

19. Rfe1 would be an error, in view of 19. ... Qxf2+ 20. Kh1 Qxe1+! 21. Rxe1 Nf2+, etc.

19. ... Qb2-b4

19. ... Nf6 20. Rxe8+ Nxe8 21. Qe3 is equally unconsoling.

20. Nf3-d2!

Stressing the significance of the pin on the e-file, White is ready to counter 20. ... Bc3 with 21. Re2 or 21. a3!?

20. ... Qb4-a4 21. Qd3-c4!

This seems to be the wisest course. Forcing the exchange of Queens, White heads for a position in which the "poisonous" effect exerted by the Black Bishops will be greatly reduced. On the other hand, the sequence 21. Nxe4 Rxe4 22. Rxe4 Bxe4 23. Qd2 would have left considerably more chances for Black, whose pawns could be set in motion (23. ... c4, etc.).

21. ... Qa4xc4 22. Nd2xc4 Bg7-c3

Kasparov finds a possibility of muddling the issue to some extent. In the event of the natural 22. ... b5 23. Nd2 Bc3 (or 23. ... Nf6 24. Rxe8+ Nxe8 25. Re1, etc.) 24. Nxe4! Rxe4 (or 24. ... Bxe1 25. Nf6+) 25. Rxe4 Bxe4 26. d6 Bc6 27. Be3, his position would be hopeless.

23. Nc4-d2 Bc3xd2 24. Bf4xd2 Bf5-d7 (No. 133)

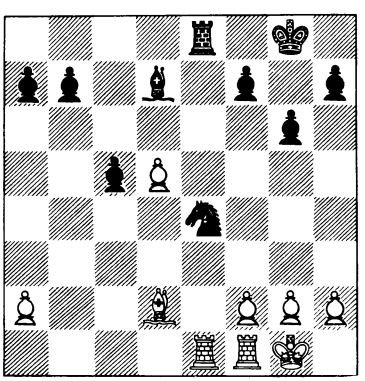
This is what the indefatigable Kasparov has come up with! The White Bishop on d2 is en prise, while Black threatens to win the Exchange back by 25. ... Bb5. The World Champion's ingenious idea is, however, met in a fitting manner.

25. Bd2-f4! Bd7-b5 26. f2-f3 g6-g5

A last, desperate attempt. After 26. ... Bxf1 27. Kxf1 Nf6 28. Rxe8+ Nxe8 29. Be5, the White d-pawn is unstoppable. If 29. ... f6, 30. d6!

27. Bf4xg5!

133



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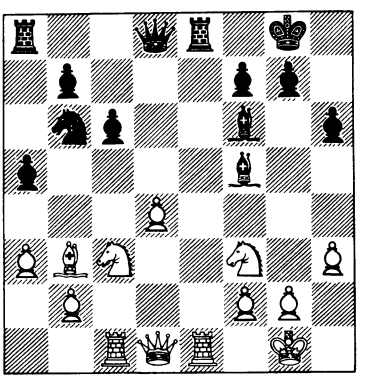

White has all the keys to all the doors in this position. If 27. ... Nxg5, then 28. Rxe8+ Bxe8 29. h4, and the Black Knight is trapped.

27. ... Bb5xf1 28. Kg1xf1 Ne4-d6 29. Bg5-e7!

The line 29. Rxe8+ Nxe8 30. Be7 f5 31. Bxc5 (31. d6 Kf7) 31. ... b6 32. Bd4 Kf7 would be less convincing, for Black would be able to put up a stiffer resistance than in the actual game.

29. ... Nd6-c8

The manoeuvre 29. ... Nc4 30. d6 Nb6 could not help, either, because of 31. Rb1, etc.

30. Be7xc5 Re8-d8 31. Re1-e5 f7-f6 32. Re5-f5

White has both material and positional advantage. In top-level competitions this means that Black's fate is sealed.

32. ... b7-b6 33. Bc5-d4 Nc8-e7 34. Bd4xf6 Rd8xd5 35. Rf5-g5+ Rd5xg5 36. Bf6xg5 Ne7-c6 37. Kf1-e2 Kg8-f7 38. Ke2-d3 Kf7-e6 (after 38. ... Nb4+ 39. Kc4 Nxa2 40. Kb3, the Knight would be lost) **39. Kd3-c4 Nc6-e5+ 40. Kc4-d4 Ne5-c6+**

The sealed move. Black resigns without resumption. In this game, the ex-World Champion played very forcibly.

Game 70
Queen's Gambit Declined

Kasparov — **Karpov**

22nd game of the Rematch

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Ng1-f3 d7-d5 4. Nb1-c3 Bf8-e7 5. Bc1-g5 h7-h6 6. Bg5xf6 Be7xf6 7. e2-e3 0-0 8. Ra1-c1 c7-c6 9. Bf1-d3 Nb8-d7 10. 0-0 d5xc4 11. Bd3xc4 e6-e5

Black should take some measures to loosen the White centre and bring his Queen's Bishop to life. To this end, Black usually advances either his c-pawn (c6-c5) or e-pawn (e6-e5).

In the 12th game of the Rematch, Karpov played 11. ... c5 and, after 12. Qc2 a6 13. Rfd1 cd 14. Nxd4 Qe7 15. Ne4 Be5, the game became roughly even. This time, the ex-World Champion chooses a different line.

12. h2-h3 e5xd4 13. e3xd4

This position occurred in the 10th game of the Rematch, played in London. Karpov then continued 13. ... c5, now he varies:

13. ... Nd7-b6 14. Bc4-b3 Bc8-f5

The significance of the preventive 12. h3 has become evident: the Black Bishop cannot go to the more active post at g4. In the 23rd game of the 1985 World Championship Match, where Karpov played 14. ... Re8, White also gained the advantage—after 15. Re1 Bf5 16. Rxe8+ Qxe8 17. Qd2 Qd7 18. Re1 Rd8 19. Qf4.

15. Rf1-e1 a7-a5

This plan was carried out by Black in several games of the Soviet Championship of 1986. In most of those games, Black did not experience any serious difficulties.

16. a2-a3 Rf8-e8 (No. 134)

An important moment. Previously, Black played 16. ... Qd7 here;

for instance, 17. Qd2 e4 with a double-edged game. Instead of 17. Qd2, 17. Ne4!? is worth considering.

17. Re1xe8+ Qd8xe8 18. Qd1-d2 Nb6-d7

The continuation 18. ... Qd7, which occurred in the 23rd game of the 1985 Match, looks more natural here. The move in the text is aimed at enhancing Black's control over the vital central square e5. The position of the Black Knight at d7 has, however, the disadvantage of restricting the Black light-squared Bishop's scope.

19. Qd2-f4 Bf5-g6 20. h3-h4!

An original idea, so peculiar to Kasparov's creative play.

It would seem that the activity in the centre, 20. Re1 Qd8 21. Ne4, is the most natural course for White, for such a plan would, without a doubt, be both simple and convenient for him. But this natural plan could, provided Black defends accurately, lead to very much simplified play, whose character, moreover, would be detemined too early. As it is, the World Champion intends to further restrict the scope of the Black pieces and immediately start active operations on the K-side by 21. g2-g4 or 21. Qg4, followed by h4-h5.

20. ... Qe8-d8 21. Nc3-a4

The counterblow 21. ... Qb6 should be prevented. 21. Qg4 Nf8 would be rather less promising for White.

21. ... h6-h5

White's attack involving the advance of his pawns "g" and "h" is thus nipped in the bud. 21. ... b5 22. Nc5 Nxc5 23. Rxc5 is of course, unplayable, for the Black pawn on c6 would be very weak. On 21. ... Nf8, 22. Nc5 is again unpleasant for Black.

22. Rc1-e1 b7-b5 23. Na4-c3 (now 23. Nc5 is no longer playable, in view of 23. ... Nxc5 24. dc Bxb2) **23. ... Qd8-b8 24. Qf4-e3**

The variation 24. Ne5 Bxe5 25. de Nc5 26. Ba2 b4! etc. would hardly be promising for White.

24. ... b5-b4 25. Nc3-e4 b4xa3

Great, though advantageous for White, complications would arise after 25. ... Bxe4 26. Qxe4 ba 27. Bc2.

26. Ne4xf6+ Nd7xf6 27. b2xa3 Nf6-d5?

Intending to stop up the diagonal a2-g8. Although Black will attain his object, White's pressure in the centre will increase. So Karpov should perhaps have attempted to defend his position by 27. ... Ng4.

28. Bb3xd5 c6xd5 29. Nf3-e5 Qb8-d8 30. Qe3-f3 Ra8-a6 (not, of course, 30. ... Qxh4 31. Nxg6 fg 32. Qxd5+) **31. Re1-c1 Kg8-h7 32. Qf3-h3 Ra6-b6 33. Rc1-c8 Qd8-d6 34. Qh3-g3 a5-a4**

Black is in great difficulties, for all the White pieces are very actively posted especially the Knight on e5 and the Rook on c8. Still, 34. ... Qe6 would have offered a stiffer resistance, for example, 35. Ra8 Ra6.

35. Rc8-a8 Qd6-e6

He could not play 35. ... Ra6, because of 36. Nxf7! Bxf7 (36. ... Qxg3 37. Rh8 mate) 37. Qd3+, etc. 35. ... Rb3 is unplayable in view of the sudden tactical blow 36. Rh8+ Kxh8 37. Nxf7+ Bxf7 38. Qxd6,

and White's material superiority would be decisive.

36. Ra8xa4 Qe6-f5 37. Ra4-a7 Rb6-b1+ 38. Kg1-h2 Rb1-c1 39. Ra7-b7 Rc1-c2 40. f2-f3 Rc2-d2 (No. 135)

Here the game was adjourned. White is a pawn ahead, but Black has activated his pieces and the impression is that his chances to survive are real. This was the unanimous opinion of almost all commentators, including several leading experts. Even so shrewd an analyst as Grandmaster David Bronstein, chess columnist of the *Izvestia* newspaper, brought in the following verdict: "In the adjourned position, White has to protect his centre pawn with his Rook.

"Black will then be able to attack the White Knight with his pawn, driving it away. This will lead by force to a Rook-and-Pawn ending which should culminate in a draw. So it was not coincidental that Kasparov took as long as 17 minutes to decide on his sealed move."

Bronstein meant the line 41. Rb4 f6 42. Nxg6 Qxg6 43. Qxg6+ Kxg6, leading to a position which can hardly be won by White. The attempt to protect the pawn on d4 by 41. Nc6 fails against 41. ... Qe6. However the World Champion did not think these seventeen minutes for nothing!

41. Ne5-d7! Rd2xd4 42. Nd7-f8+ Kh7-h6 (not 42. ... Kg8, in view of 43. Rb8) **43. Rb7-b4!**

Surely the World Champion had already foreseen this study-like manoeuvre when he thought about the 41st move he had to seal, and he spent that time just to check the variations. Black suddenly finds himself in a lost position, his hopes to save himself by the simplifying exchange of Queens (Qf4) having been blasted.

43. ... Rd4-c4

Or 43. ... Rxb4 44. ab d4 45. b5 d3 46. b6 d2 47. b7 d1Q 48. b8Q,

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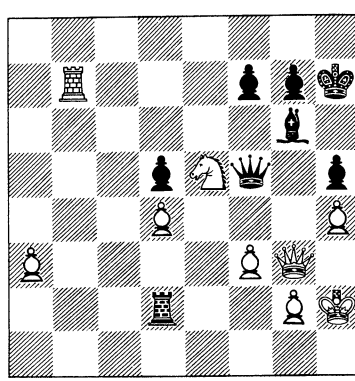

and even with four Queens on the board Black will be unable to ward off the mating threats of both 49. Qbf4+ and 49. Nxg6, followed by 50. Qh8+. A fascinating finale results from 48. ... Qd2 49. Nxg6 Qxg6 50. Qh8+ Qh7 51. Qgxg7 mate!

44. Rb4xc4 d5xc4 45. Qg3-d6!

A unique position has been reached, a position which will doubtless be included in all chess manuals. For it clearly illustrates the significance of securing a shelter for one's King. Black is incapable of extricating his entangled pieces on the K-side. White now threatens 46. Qd2 mate.

45. ... c4-c3 46. Qd6-d4!

Black resigns. He has no acceptable way of parrying the threat of 47. Qe3+.

This game is a truly splendid creative achievement from Kasparov and, in Mikhail Botvinnik's opinion, the best of all played in the Rematch.

The Return Match being over, the devotees of chess all over the world are fully justified in expecting that the 13th World Champion will always remain true to his views on creativity and will again and again be proving that even in our pragmatic epoch chess may be not only competitive but also charming, creative and artistic.

FROM LENINGRAD TO SEVILLE

Mikhail Yudovich was not destined to finish this work. He died shortly before the World Championship Match in Seville was due to begin. The last chapter of the book has therefore been written by his son, Mikhail Yudovich Jr., noted Soviet Chess Master, theoretician, trainer, and journalist.

The 27th Olympic Chess Team Tournament was held in November-December, 1986 in Dubai in the United Arab Emirates. This turned out to be a highly dramatic event in modern chess history. The Soviet team, with Garri Kasparov and Anatoly Karpov on the first two boards, came in first, but the victory was won in a bitter contest with the British and US teams. The outcome was in suspense till the last minutes of the last round, when the Soviet team just managed to squeeze past their rivals, outstripping the closely pursuing British team by half a point! Garri Kasparov scored 8.5 points out of eleven, which was the best individual result in the tournament of first boards. Anatoly Karpov, on board two, only scored 6 points out of 9, hardly a good showing for him.

Right after the Dubai Olympiad, also in December 1986, Garri Kasparov entered a double round tournament of six strong Grandmasters in Brussels, and he won the event in great style, winding up with 7.5 points; this was two full points over his nearest rival, Grandmaster Korchnoi, a fantastic margin considering the small number of games played.

Now everybody was wondering who would be the next to challenge Kasparov to a duel for the world title. The question was answered in the spring of 1987 when Anatoly Karpov confidently defeated another Soviet Grandmaster, Andrei Sokolov, in the Candidates' Superfinal Match, held in the Spanish city of Linares in February and March, the final score being +4-0=7 in favour of the ex-World Champion.

In April 1987 in Brussels, Kasparov played his "jubilee" hundredth game against Karpov. After a hard, thrilling fight the rivals agreed to draw in a position where all resources had been exhausted. Thus before the coming World Championship Match in Seville the total score of their encounters had become +13-12=75 in favour of Kasparov. In the Brussels single round tournament with 12 players, mostly outstanding Grandmasters, the World Champion tied for first place with the Yugoslav Grandmaster Ljubomir Ljubojevic, scoring 8.5 points out of eleven. The ex-Champion came in third with 7 points.

After the Brussels Tournament, Garri Kasparov took part in a

rather unusual competition, also held in Brussels—a double round rapid tournament with 12 strong Grandmasters all of whom were considered to be leading exponents of this kind of chess. The two leaders of the tournament were to meet each other in a "superfinal" match. The World Champion swept the field and then went on confidently to defeat Jan Timman in the superfinal, thus becoming also the unofficial World Champion in rapid transit chess.

Garri Kasparov has always been willing to popularise all forms of rapid chess. In London, he played a six-game match with a time limit of twenty-five minutes per game for each player, against the rising star of international chess, British Grandmaster Nigel Short. The World Champion won four games and lost two, thus winning the contest. In May 1987 Garri Kasparov took part in another competition with a similar time control, the Moscow "Tournament of Three Generations". The under-25 team, in which Kasparov was captain, and played on first board, won the event, although the Champion scored only modestly—2.5 points out of four.

In his native Baku, Kasparov captained the team of his young friends, the schoolchildren of that city, in the traditional tournament of Young Pioneer Palace teams against Grandmasters. Kasparov compiled the highest score, providing the main contribution to the ultimate victory of the Baku team. In May the World Champion also gave a simultaneous exhibition with clocks against six International Masters, members of the Swiss national team, of whom only one escaped with a draw!

Meanwhile, Kasparov was writing a book covering his matches against Karpov in Moscow 1985, and in London-Leningrad 1986. The book, entitled *Two Matches*, was an immediate success, being sold out in no time.

The World Champion also paid much attention to re-organising the world chess community along new lines. Thus the independent International Grandmaster's Association came into being, with Garri Kasparov, one of its "founding fathers", as first President. A new exciting top-level competition, the World Cup—a series of tourneys with the world's strongest players, crowned with an All-Stars Tournament—was proposed and enthusiastically accepted by all those concerned.

And now the time came for the specific preparation for the World Championship Match against Anatoly Karpov in Seville. Kasparov's team of seconds had changed, now consisting of two old members, Master Alexander Nikitin and International Grandmaster Iosif Dorfman, and two new ones, International Grandmaster Sergei Dolmatov and International Master Zurab Azmaiparashvili. After the Seville Match, Kasparov was to make the following comment: "Our team's adjournment analyses of every game, including the 23rd which I lost, proved superior to that of Karpov's team. It is the first time, you know, that I feel such satisfaction with the concerted, creative work of my seconds."

On 12 October, 1987, the first game of the thirty-third World Championship Match was played. The World Champion, who drew the Black pieces, adopted the Gruenfeld Defence and succeeded in equalising. A draw on the thirtieth move. The Gruenfeld was to become the principal opening employed in the match. Here is what Garri Kasparov said afterwards: "Having changed everything as White, I decided, on principle, to uphold my opinion of the new lines I had prepared in the Gruenfeld Defence. We again played nine games with this opening, but this time the score ended equal (+1-1=7)." In the Return Match in 1986 Karpov, as White, scored +3-0=6 in the Gruenfeld.

Now what had the World Champion changed, before the Seville Match, in his opening strategy as White? He opened the second game with his QB pawn. In the English Opening, White had a promising game, but, playing too sharply in attack, Kasparov overreached himself and lost. Karpov took the lead in the match.

The English Opening occurred four times in the first half of the match, Black experiencing some difficulties each time he adopted formations with e7-e5. In the second half of the match, in reply to 1. c2-c4, the ex-Champion preferred to play 1. ... e7-e6, followed by ...d7-d5. And only in the sixteenth game was the English played "in its pure form".

Having won the fourth game, the Champion made the score even, and after winning the eleventh he took the lead for the first time, 6:5. Karpov evened the score by winning the sixteenth game. Then a series of draws followed and before the last two games the score was still even, 11:11. What methods did the rivals use to win a game? Well, in the Seville Match, their winning methods were somewhat different from those they had adopted previously.

The World Champion won his games by gaining a positional advantage, which he consistently exploited in the last phase of the middlegame or in the endgame, whereas his rival was more successful in defence and counter-attack when Kasparov overestimated his chances, launching sharp tactical complications.

Game 71
English Opening

Kasparov **Karpov**

4th game of the Seville Match

1. c2-c4 Ng8-f6 2. Nb1-c3 e7-e5 3. Ng1-f3 Nb8-c6 4. g2-g3 Bf8-b4 5. Bf1-g2 0-0 6. 0-0 e5-e4

The handbooks consider this line to be quite satisfactory for Black, but in the second half of the competition (game 16) Karpov preferred here a different continuation: 6. ... Re8 7. d3 Bxc3 8. bc

e4 9. Nd4 h6 10. de Nxe4 11. Qc2 d5, with chances for both sides.

7. Nf3-g5 Bb4xc3 8. b2xc3 Rf8-e8 9. f2-f3 e4xf3

In the second game, the ex-Champion came up with an interesting innovation—9. ... e3, whereupon his opponent was lost in thought and, having studied the position for eighty-three minutes (!), answered with the strong 10. d3! (after 10. de, both 10. ... d6 and 10. ... b6 promise good compensation for the sacrificed pawn), which gave him, after 10. ... d5 11. Qb3 Na5 12. Qa3 c6 13. cd cd 14. f4 Nc6 15. Rb1, a rather promising game.

10. Ng5xf3 Qd8-e7

Those games in which this line has occurred may substantiate the opinion that 10. ... d5, with the possible continuation 11. cd Qxd5 12. Nd4 Qh5 13. Nxc6 bc 14. e3 Bg4 15. Qa4 Re6, as in the Sigurjonsson-Smyslov game, Reykjavik, 1974, gives Black hardly any trouble. Obviously, then, neither Kasparov nor Karpov agree with this assessment. Outwardly, the move 10. ... d5 does not look very logical, because it leads to the game being opened up and dissolving White's doubled pawns; moreover, White has the Bishop-pair. Besides, the above variation (12. Nd4, etc.) is far from compulsory for White. The idea behind the move in the actual game is precisely to exploit the minuses of White's pawn formation.

11. e2-e3 Nc6-e5

Now, after 12. Nxe5 Qxe5 13. e4, there may follow 13. ... d6! 14. d4 Qe6, emphasising that White should not forget his pawn weaknesses. Needless to say, the line 13. ... Nxe4? 14. Re1 f5 15. d3 Qxc3 16. Rb1, or 13. ... Qc5+ 14. d4 Qxc4 15. e5 is unplayable, as White would have a potent attack.

12. Nf3-d4! Ne5-d3

In the event of 12. ... Nxc4 13. e4 Qc5 14. Rb1, White gets a dangerous initiative. A highly promising alternative is 13. Nf5 Qe6 14. d3 Ne5 15. e4, while after 14. ... Nd6 15. Nd4 White has a strong pressure for the sacrificed pawn.

13. Qd1-e2

After 13. Nf5 Qc5 14. Qc2 Nxc1 15. d4 Qe6 16. Raxc1 d6, Black's position would be quite defensible.

13. ... Nd3xc1 14. Ra1xc1 d7-d6 15. Rf1-f4 c7-c6

Restricting the scope of White's fianchettoed Bishop. An attempt at regrouping his forces by 15. ... Nd7 (with the idea of transferring the Knight to e5) would be strongly met by 16. Nf5, and the Black Queen should retreat to f8, because 16. ... Qg5? fails to 17. Nxg7, while 16. ... Qe5?—to 17. Re4. After the withdrawal of the Black Queen, White would be able to increase the pressure by doubling his Rooks along the f-file.

16. Rc1-f1 Qe7-e5

After 16. ... Bd7 White could mount his offensive by 17. g4 Rf8 18. g5. The move in the actual game aims to prevent the impending Exchange sacrifice at f6, to be followed by Qh5, etc.

17. Qe2-d3!

Preparing for the invasion of his Knight to f5, White also keeps an eye on the pawn at d6.

17. ... Bc8-d7

If 17. ... Be6, then 18. Nf5 and Black would have to trade his Bishop for the White Knight at f5, because the sequel 18. ... d5 19. cd Nxd5 would give White the better game, e.g. 20. Re4 Qc7 21. Rg4 Bxf5 (21. ... g6 22. Nh6+ and 23. Qd4+ would be bad) 22. Rxf5! Ne7 (neither 22. ... Re5 23. Qd4! Rae8 24. Rxe5 Rxe5 25. Qxa7, nor 24. ... Qxe5 25. Re4, are satisfactory for Black) 23. Rxf7! Kxf7 24. Qc4+! winning (Grandmaster Makarychev's analysis).

18. Nd4-f5 Bd7xf5 19. Rf4xf5 Qe5-e6?

It would be much better to withdraw the Queen to e7 to answer 20. Qd4 with 20. ... Rf8, followed by ... Rae8. Such a regrouping would enable Black to obtain a rather solid, though passive, position. With the Queen at e6, there is always the threat of the Exchange sacrifice on f6, and White's second Rook would be brought into action with tempo.

20. Qd3-d4 Re8-e7

On 20. ... Rf8 there would follow 21. Qh4 Nd7 22. Bh3, while 21. ... Rae8 could be met by 22. Rxf6 gf 23. Bh3 Qe4 24. Rf4, with a decisive attack.

21. Qd4-h4 Nf6-d7 22. Bg2-h3! Nd7-f8

Black has thus staved off the threat of a direct attack by 23. Rh5, but now there arises an endgame which is clearly advantageous for White.

23. Rf5-f3! Qe6-e5 24. d2-d4 Qe5-e4 25. Qh4xe4 Re7xe4 26. Rf3xf7 Re4xe3 27. d4-d5! Ra8-e8

On 27. ... cd there may follow not only 28. cd, but also 28. Bg2! with the decisive advantage. 27. ... Rxc3 is unplayable, of course, in view of 28. Rxf8+ Rxf8 29. Be6+, winning outright.

28. Rf7xb7

The line 28. c5 dc 29. d6, setting up a dangerous passed pawn, looks very strong, but after 29. ... Rd8 Black could still hold his own.

28. ... c6xd5 29. c4xd5 Re3-e7 30. Rf1-b1 h7-h5 31. a2-a4 g7-g5 32. Bh3-f5 Kg8-g7 33. a4-a5 Kg7-f6 34. Bf5-d3 Re7xb7 35. Rb1xb7 Re8-e3 36. Bd3-b5 Re3xc3 37. Rb7xa7 Nf8-g6 38. Ra7-d7 Ng6-e5

In response to 38. ... Ke5 White would play 39. a6, and the pawn goes on unhampered to queen.

39. Rd7xd6+ Kf6-f5 40. a5-a6 Rc3-a3 41. Rd6-d8

The sealed move. Black resigns without resuming play. On 41. ... Nf3+ 42. Kf2 Ke4, there could follow 43. Re8+ Kxd5 44. Re3. If 42. ... Nxh2, then 43. d6 Ng4+ 44. Ke2 Ne5 45. d7, or 41. ... Ra2 42. Rf8+ Ke4 43. d6 Nf3+ 44. Rxf3 Kxf3 45. d7 Ra1+ 46. Bf1 Rd1 47. a7, winning.

GAME 72
English Opening

Kasparov **Karpov**

8th game of the Seville Match

1. c2-c4 e7-e5 2. Nb1-c3 d7-d6

In the sixth game, Karpov adopted the line 2. ... Nc6 3. g3 g6 4. Bg2 d6, yet after 5. Rb1 Bf5 6. d3 Qd7 7. b4 Bg7 8. b5 Nd8 9. Nd5! he was in difficulties.

3. g2-g3 c7-c5 4. Bf1-g2 Nb8-c6 5. a2-a3 g7-g6

Should Black attempt to prevent White's Q-side expansion by playing a7-a5, the light squares in his camp would become permanently weak.

6. b2-b4! Bf8-g7

After 6. ... cb 7. ab Nxb4 White has the pleasant choice between 8. Qa4+ Nc6 9. Bxc6+ bc 10. Qxc6+ Bd7 11. Qb7, regaining the pawn with advantage, and 9. Ba3 (8. Ba3, instead of 8. Qa4+, is also possible), keeping the initiative which is quite enough to compensate him for his small material loss.

7. Ra1-b1 Ng8-e7 8. e2-e3 0-0 9. d2-d3 Ra8-b8

To 9. ... cb 10. ab Be6, with the idea of d6-d5, White could reply either 11. Ba3 or 11. Nd5, with the better game in both cases.

10. Ng1-e2 Bc8-e6 11. b4-b5!

Seizing more space and impeding Black's counterplay. The natural 11. Nd5 could be answered by 11. ... cb 12. ab b5! with chances for both sides.

11. ... Nc6-a5 12. Bc1-d2! b7-b6

In the line 12. ... d5 13. cd Nxd5 14. Nxd5 Bxd5 15. Bxd5 Qxd5 16. e4 Qd8, the Black Knight is awkwardly posted at the edge of the board, which is clearly detrimental to Black's game. After 17. Qa4 b6 18. Bxa5 ba 19. Qc4 White has a large positional advantage, because nothing can prevent him from bringing his Knight to d5, and at this outpost it would be able to dominate the game.

13. 0-0 Na5-b7 14. e3-e4

The game has crystallised. The pawn structure in the centre being relatively stable, White commands more space, his pieces are placed more actively; he also has quite good prospects for a Q-side attack by advancing his a-pawn to exchange at b6 and thus open up the a-file for the infiltration of his heavy pieces into the enemy camp. In spite of all those factors favouring White, Black's position is still reasonably solid.

14. ... Kg8-h8 15. Qd1-c1 f7-f5

Black is obliged to push this pawn, for otherwise he would gain no counterplay.

16. Bd2-g5

An ingenious manoeuvre aimed at seizing possession of the light squares. Another possibility is 16. Nd5, but after 16. ... Nxd5 17. cd Bd7 Black would have some counterchances.

16. ... Qd8-e8 17. Bg5xe7 Qe8xe7 18. e4xf5 Be6xf5

The alternative 18. ... gf seems more promising, as it allows Black to retain his control of the vital square e4. However, White could continue 19. Nd5 Qf7 20. f4, with the better game.

19. Nc3-d5 Qe7-d7 20. Qd1-d2 Nb7-a5

Unfortunately, Black cannot bring his Knight to the centre because 20. ... Nd8, heading for e6 and d4, would be met by 21. a4 and after a4-a5xb6 the opening of the a-file would prove decisive.

21. Ne2-c3 Rb8-e8 22. Nc3-e4

White's task has thus been accomplished: he has posted both his Knights on central squares, thereby depriving his opponent of any semblance of counterplay.

22. ... Na5-b7 23. a3-a4 Nb7-a5 24. h2-h4 Na5-b7 25. Kg1-h2 Re8-b8 26. Rb1-a1 Nb7-a5 27. Ra1-a3 Rf8-f7 28. Qd2-c3 Rb8-d8 29. Ra3-a2 Bg7-h6 30. Ne4-g5 Rf7-f8 31. Ra2-e2 Bh6-g7 32. Qc3-c2 Rd8-e8 33. Nd5-e3 Bg7-h6 34. Bg2-d5 Bh6-g7 35. Qc2-d1 h7-h6

Black drives away his opponent's Knight, but he does so at the cost of a new, serious weakness appearing in his own camp—the pawn at g6.

36. Ng5-e4 Qd7-d8 37. Re2-a2 Bf5-c8 38. Ne4-c3 h6-h5

The idea is to prevent the further advance of the White h-pawn.

39. Bd5-e4 Re8-e6 40. Nc3-d5 Bg7-h6 41. Ne3-g2 Kh8-g7 42. f2-f4!

Being objectively strong, this move has the additional value of posing a difficult psychological problem for the opponent, who now has to seal his move.

42. ... e5xf4

Kasparov called this capture "the most unhappy" choice in this position. Yet, what should Black do? White threatens 43. f5, while 42. ... Ree8 would be met by 43. Raf2, White concentrating his forces for a K-side attack.

43. Ng2xf4 Re6-e5

The Exchange sacrifice, 43. ... Rxe4 44. de Nxc4, is unavailing because of 45. Raf2, and if 45. ... Qd7, then simply 46. Kg1. In the line 43. ... Bxf4 44. Nxf4 Ref6 45. Raf2 Bg4 46. Qc2, the threat of 47. Nxg6 is irresistible.

44. Nf4xg6! Rf8xf1 45. Qd1xf1 Re5xe4 46. d3xe4 Kg7xg6 47. Ra2-f2

The Rook's joining the battle should quickly decide the issue. On 47. ... Bg7 there would follow 48. Rf7, threatening 49. Ne7+, against which Black has no defence.

47. ... Qd8-e8 48. e4-e5! d6xe5 (or 48. ...Qxe5 49. Re2) **49. Rf2-f6+ Kg6-g7 50. Rf6-d6** Black resigns.

The drama that was staged in the Lope de Vega Theatre during the last two games of the Seville Match is without parallel in the history of chess. Kasparov's inconceivable blunder made in the second playing session of the 23rd game, in a position with level chances, resulted in his defeat. Now, in order to retain his title, Garri Kasparov had no

other choice but to win the last game of the match.

It has already been mentioned in this book that similar situations occurred, for instance, in the Alekhine-Euwe World Championship Match of 1935 and, 50 years later, in the Moscow Match of 1985 between Karpov and Kasparov.

As you probably know, Alexander Alekhine had the Black pieces in the last, thirtieth game of his match with Max Euwe. The Champion's attempt to play sharply for a win failed, and at adjournment he found himself in a position where he could resign "with a clear conscience". Max Euwe, who had a decisive material advantage, agreed, however, to draw the game, and he became World Champion. As for the 1985 Match, the Champion's attempt to save the title by winning the last game also failed (see Game 64 in this book). Garri Kasparov learnt the lesson. "In the last, decisive game in Seville I therefore made up my mind not to force matters," he said in an interview for the Soviet newspaper *Pravda* after the match. "My rival, on the other hand, was impatient to draw as soon as possible. His trouble was that he chose the safest (so he thought), rather than best, moves."

GAME 73
Reti Opening

Kasparov **Karpov**

24th game of the Seville Match

1. c2-c4 e7-e6 2. Ng1-f3 Ng8-f6 3. g2-g3 d7-d5 4. b2-b3 Bf8-e7 5. Bf1-g2 0-0 6. 0-0 b7-b6 7. Bc1-b2 Bc8-b7 8. e2-e3 Nb8-d7 9. Nb1-c3 Nf6-e4

For the crucial encounter, Garri Kasparov adopts an opening system employed with success by Mikhail Botvinnik. Black's most popular plan starts with 9. ... c5. However, the move in the actual game has also been encountered in tournament practice. Now 10. cd can be answered by 10. ... Nxc3 11. Bxc3 ed, simplifying the game, which is beneficial to Black. After 10. Qc2 c5 (also playable is 10. ... Nxc3 11. Bxc3 dc 12. bc Nc5) 11. cd Nxc3 12. Bxc3 Bxd5 13. Rfd1 Qc7 14. d3 Rac8, the chances are roughly even, as in Tal-Balashov, Wijk aan Zee, 1973.

10. Nc3-e2! a7-a5

The immediate 10. ... c5 comes into consideration; after 11. d3 Bf6 12. Qc2 Bxb2 13. Qxb2 Nef6, Black has a solid and reliable position.

11. d2-d3 Be7-f6 12. Qd1-c2 Bf6xb2 13. Qc2xb2 Ne4-d6

An attempt to trade Queens would be unsuccessful after 13. ... Qf6 14. Qc2 Nd6 15. cd, or 14. ... Ndc5 15. d4, the pawn at c7 being in danger in both cases. However, 13. ... Nef6 was quite playable.

14. c4xd5 Bb7xd5

The sequel 14. ... ed 15. Rac1 c5 16. d4 would lead to a more complicated game with chances for both sides. (According to Grandmaster Makarychev, White would then have a small but clear edge. Furthermore, it was not Karpov's intention in this game to complicate.)

15. d3-d4

The immediate attack by 15. Nf4 Bb7 16. Nh5 would fail to 16. ... f6, followed by ... e6-e5.

15. ... c7-c5 16. Rf1-d1 Ra8-c8

The alternative 16. ... Qe7 seems more reliable, because now White forces the exchange of Black's active Bishop, thus getting a small but enduring advantage.

17. Ne2-f4! Bd5xf3

The Bishop should not retreat, e.g. 17. ... Bc6? 18. dc Nxc5 19. Qe5 Ncb7 20. Nh5, or 17. ... Ba8? 18. dc Nxc5 19. Qe5 with a decisive advantage for White.

18. Bg2xf3 Qd8-e7

To 18. ... Qf6 White could reply 19. Kg2 with the nasty threat of 20. Nh5.

19. Ra1-c1 Rf8-d8 20. d4xc5 Nd7xc5 21. b3-b4!

White's advantage is obvious; he now opens the b-file to increase his pressure.

21. ... a5xb4 22. Qb2xb4 Qe7-a7 23. a2-a3 Nd6-f5

After 23. ... Ne8 24. Rb1 White would also keep his advantage. (Many commentators of this game believe, however, that 23. Ne8 would be much better and might enable Black eventually to consolidate after ... Nf6 and Nc5-d7.)

24. Rc1-b1 Rd8xd1+ 25. Rb1xd1 Qa7-c7 26. Nf4-d3 h7-h6

Trading the Knights would not facilitate Black's defensive task, for White could increase his pressure on the weak pawn at b6 by doubling his heavy pieces along the b-file.

27. Rd1-c1 Nf5-e7 28. Qb4-b5 Ne7-f5 29. a3-a4 Nf5-d6 30. Qb5-b1 Qc7-a7 31. Nd3-e5! (threatening to invade to c6) **31. ... Nc5xa4 32. Rc1xc8+ Nd6xc8 33. Qb1-d1**

A slip. White had at his disposal the very strong 33. Qb5!, e.g. 33. ... Nd6 34. Qc6 Nf5 35. Qe8+ Kh7 36. Nxf7, and 36. ... Qe7 is decisively met by 37. Qh8+ Kg6 38. Ne5+ Kf6 39. Nc6, etc. After the text-move, Black could easily equalise by 33. ... Nc5! Now 34. Qd8+ Kh7 35. Qxc8? loses a pawn after 35. ... Qa1+ 36. Kg2 Qxe5. Nor can White play 35. Nxf7, in view of 35. ... Qxf7, and the Bishop is en prise. White's best choice now is 35. Bd1 Ne7 36. Nxf7, restoring the material balance. However, playing 36. ... Ng6, Black has nothing to fear.

In severe time-pressure, Anatoly Karpov makes a grave mistake, throwing away the game and his chances to regain the world title.

33. ... Nc8-e7? 34. Qd1-d8+ Kg8-h7 35. Ne5xf7 (But here 35. Bh5!

would win more surely and quickly, e.g. 35. ... Ng6 36. Bxg6 fg 37. Qe8 g5 38. h4 gh 39. gh Qa5 40. Qg6+, with an irresistible attack.) **35. ... Ne7-g6 36. Qd8-e8 Qa7-e7 37. Qe8xa4 Qe7xf7 38. Bf3-e4 Kh7-g8 39. Qa4-b5 Ng6-f8 40. Qb5xb6 Qf7-f6 41. Qb6-b5 Qf6-e7 42. Kg1-g2** (the sealed move)

"The trouble is that the resulting position is irreparably bad for Black and nothing could change the outcome." (A. Karpov)

"The adjournment session was not long. And again, in my opinion, it was psychology that had played its part: Karpov had no hopes of saving the game, while I had awakened from my lethargy and had been fully determined to go through with it to a win." (G. Kasparov)

42. ... g7-g6

With the Black pawns at g7 and h6, White would have to overcome considerable difficulties to exploit his advantage.

43. Qb5-a5 Qf6-g7 44. Qa5-c5 Qg7-f7 45. h2-h4 h6-h5

Black ought not to have advanced this pawn. Now that all his pawns are on the light squares Black must avoid exchanging the Queens, for without them his chances to save himself are nil. Taking advantage of this circumstance, the World Champion succeeds in decisively strengthening his position.

46. Qc5-c6 Qf7-e7 47. Be4-d3 Qe7-f7 48. Qc6-d6 Kg8-g7 49. e3-e4 Kg7-g8 50. Bd3-c4 Kg8-g7 51. Qd6-e5+ Kg7-g8 52. Qe5-d6 Kg8-g7 53. Bc4-b5 Kg7-g8 54. Bb5-c6 Qf7-a7 55. Qd6-b4 Qa7-c7 56. Qb4-b7! Qc7-d8 57. e4-e5 Qd8-a5 58. Bc6-e8 Qa5-c5 59. Qb7-f7+ Kg8-h8 60. Be8-a4 Qc5-d5+ 61. Kg2-h2 Qd5-c5 62. Ba4-b3 Qc5-c8 63. Bb3-d1 Qc8-c5 64. Kh2-g2 Black resigns. So the World Champion did what had seemed almost impossible—he won the last game of the match, evened the score, and retained his title!

These two rivals proved worthy of each other, and it is with good reason that a referendum of Soviet sports journalists, held at the end of 1987, named both Garri Kasparov and Anatoly Karpov among the best ten Soviet sportsmen of the year.

As for our assessment of the sporting and creative sides of the Seville Match, and also its attractiveness for the lovers of chess, the thrill it gave them, well, one and the same facts may be interpreted entirely differently when viewed from different angles. Let us, for example, recall what the renowned Czech Grandmaster Richard Reti wrote after the Alekhine-Capablanca World Championship Match of 1927: "The uninitiated are above all astounded by the abundance of drawn games in this match, whereas the experts are rather surprised that the number of such games was not greater." He then continued: "Turning to Alekhine and Capablanca, we should state that by being 'extremely circumspect' they have demonstrated the highest degree of their skill. Until and unless someone succeeds in defeating them with a different style of play, nobody is entitled to reproach them with playing as their own style dictates."

Well, it seems that much of what has just been quoted may be true

of the Seville Match and its participants, although the number of won games was relatively high there. Yes, there were mistakes, but has there been a World Championship Match without mistakes?

The individual Elo co-efficients of the World Champion and the ex-World Champion after the Seville Match are 2750 and 2715, respectively. Only the American Grandmaster Robert Fischer, World Champion of 1972-1975, has had a higher rating (2785).

Will Garri Kasparov and Anatoly Karpov continue their fight for the world chess crown? Such a possibility surely exists. After all, now that the match in Seville is over the score of their long contest has become +17-16=91 in favour of Garri Kasparov—the thirteenth World Champion.

Kasparov's Tournament and Match Record

Year	Event	+	–	=	Place
1975	Soviet Schoolchildren's Ch., Daugavpils	4	2	3	8th-10th
1976	Soviet Junior Ch., Tbilisi	5	–	4	1st
1976	World Cadet Ch., Lille	5	2	2	3rd-6th
1977	Soviet Junior Ch., Riga	8	–	1	1st
1977	World Cadet Ch., Ganvier-sur-Mère	6	2	3	3rd
1978	Sokolsky Memorial, Minsk	11	2	4	1st
1978	46th Soviet Ch., Prelims, Daugavpils	6	1	6	1st
1978	46th Soviet Ch., Final, Tbilisi	4	4	9	9th
1979	International Tournament, Banja Luka	8	–	7	1st
1979	7th Soviet Spartakiad (Azerbaijan team, Brd 2), Moscow	4	1	3	2nd
1979	47th Soviet Ch., Final, Minsk	6	3	8	3rd–4th
1980	European Team Ch., Skara (second reserve)	5	0	1	1st
1980	Soviet Central Chess Club's International Tournament, Baku	8	–	7	1st
1980	World Junior Ch., Dortmund	8	–	5	1st
1980	Valletta Olympiad (second reserve)	8	1	3	2nd
1981	Match Tournament of Four Soviet Teams, Moscow (Brd 1)	3	1	2	1st
1981	International Grandmaster Tournament, Moscow	3	1	9	2nd-4th
1981	Soviet Team Ch. (Azerbaijan, Brd1), Moscow	4	–	5	1st
1981	World Junior Team Ch., Graz (Brd 1)	8	–	2	1st
1981	Tilburg	3	3	5	6th–8th
1981	49th Soviet Ch., Final, Frunze	10	2	5	1st–2nd
1982	Bugojno	6	–	7	1st
1982	Soviet Team Cup, Kislovodsk (Brd 2)	3	2	2	
1982	Moscow Interzonal	7	–	6	1st
1982	Lucerne Olympiad (Brd 2)	6	–	5	
1983	Candidates' Quarterfinal Match vs Belyavsky	4	1	4	won

Year	Event	+	–	=	Place
1983	Niksic	9	1	3	1st
1983	Candidates' Semifinal Match vs Korchnoi, London	4	1	6	won
1984	Candidates' Final Match vs Smyslov, Vilnius	4	–	9	won
1984	USSR vs Rest of the World (Brd 2 vs Timman)	1	0	3	won
1984-1985	World Ch. Match vs Karpov, Moscow	3	5	40	stopped undecided by FIDE President
1985	Match vs Huebner, Hamburg	3	–	3	won
1985	Match vs Andersson, Belgrade	2	–	4	won
1985	World Ch. Match vs Karpov, Moscow	5	3	16	won
1985	Match vs Timman, Hilversum	3	1	2	won
1986	Match vs Miles, Basle	5	–	1	won
1986	World Ch. Return Match vs Karpov, London–Leningrad	5	4	15	won
1986	27th Olympiad, Dubai (Brd 1)	7	1	3	1st
1986	International Tournament in Brussels	6	1	3	1st
1987	International Tournament in Brussels	6	0	5	1st-2nd
1987	World Ch. Match vs Karpov, Seville	4	4	16	Drawn

List of Opponents

(Numbers refer to games, numbers in parenthesis to diagrams on which positions from the games are shown)

Akopov V. (102)
Akopian V. 5
Andersson U. 24 (42)
Arnason I. 15 (28, 29)
Averbakh Yu. (2)
Avshalumov A. (10)
Begun S. 19 (33)
Belyavsky A. 54 (91, 92)
Browne W. (104)
Dolmatov S. (101)
Dorfman I. (61)
Einoris E. 16 (30)
Fedorowicz J. (110)
Gabdarakhmanov R. 10 (17)
Gheorghiu F. 52 (88)
Karpov A. 2 (4), 26 (44), 27 (45, 46), 28, 44 (71, 72), 60 (112, 113) 61, (114, 115), 62, (116), 63 (117, 118, 119), 66 (123, 124, 125), 67 (126, 127, 128), 68 (129, 130, 131), 69 (132, 133), 70 (134, 135), 71, 72, 73.
Kasparov A. 4 (9)
Kenghis E. (22)
Klaric Z. 46 (75)
Korchnoi V. 42 (68, 69), 43 (70)
Korzubov P. (25)
Kuijpers I. (107)
Kuzmin G. (1)
Lanka Z. (18), 12 (21)
Lputian S. 6 (11, 12)
Lutikov A. 21 (36, 37)
Magherramov E. 8 (14, 15), 23 (41), (111)
Marjanovic S. (80)
Merkulov M. 7 (13)
Miles A. 64 (120), 65 (121, 122)
Najdorf M. 51 (87)
Nikitin A. (108)
Nunn I. 55 (93)
Palatnik S. 48 (81)
Panchenko A. (103)
Petrosian T. 35 (51), 36 (52, 53), 37 (54)
Pigusov Ye. (23)
Polugaevsky L. 1 (3), (105)
Portisch L. 53 (89, 90), (109)
Pribyl I. 47 (76, 77)
Rizvonov S. (7)
Rodgers S. 11 (19)
Roizman A. 20 (34, 35)
Romanishin O. 22 (40), 41 (66, 67)
Sendur A. (20), 14 (27)

Shakarov S (108)
Shereshevsky M 18 (32)
Smyslov V. 29 (47, 48), 30 (49), 31, 40 (64, 65), 56 (94)
Sokolov V (8)
Spassky B 38 (55)
Speelman J (78)
Spiridonov N (79)
Sunie L 50 (84, 85, 86)
Tal M. 32, 33, 34 (50), (63)
Timman J 57 (95), 58 (96, 97), 59 (98, 99)
Timoshchenko G. 39 (58, 59, 60)
Torre E. (106)
Vaganian R. 45 (73, 74)
Van der Wiel I. 25 (43)
Vasilenko V. 3 (5)
Yuferov S. 17 (31)
Yurtaev L. (6), 9 (16), (26), 49 (82, 83)
Yusupov A. (100)
Zaid L. 13 (24)

Index to Openings

(Number refer to games)

Alekhine Defence	48
Bird Opening	22
Caro-Kann Defence	12
Catalan Opening	43
English Opening	4, 27, 29, 71, 72
French Defence	3
Gruenfeld Defence	41, 47, 67, 69
Indian Defence	21
King's Indian Defence	5, 6, 10, 14, 17, 18, 31, 45, 46
Modern Benoni	13, 55
Nimzo-Indian Defence	34, 49, 62, 66
Petroff Defence	26, 61
Queen's Gambit Declined	19, 23, 28, 39, 40, 42, 50, 54, 56, 57, 60, 64, 65, 70
Queen's Indian Defence	24, 36, 37, 51, 52, 53, 58, 59
Queen's Pawn Opening	25
Reti Opening	73
Ruy López	8, 20, 30, 32, 35, 68
Sicilian Defence	1, 2, 7, 9, 11, 15, 16, 33, 38, 44, 63

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Mikhail Yudovich (1912-1987) was International Master, an emine theorist of chess and a popular author. As a teach of chess, he brought up many Grandmaste and Masters. During the last ten years Yudovi had often met Ga Kasparov, closely following his creative development. The book tells how Kasparov's chess career began, and how children are taught chess in the USSR. The author traces the stages of Kasparov's creative growth—from children's competitions up to his struggle for the World Chess Title. Mikhail Yudovich has annotated about a hundred best games of the youngest ever World Champion. He has also used the analyses of Kasparov himself and of other prominent Soviet players.

The volume is furnished with a list of Kasparov's opponents and an index to openings; it is amply illustrated by photographs, many of which are published for the first time.

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M.YUDOVICH **Garri KASPAROV**